

Temeria

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This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: [Temeria](#).

Temeria, or the **Kingdom of Temeria**, also known in the past as **Tremerya** and **Tremeria**, is one of the many countries located on the [western coast](#) of the [Old Continent](#).

It is part of the region known as the Northern Kingdoms, and more specifically, one of the first countries in that region to be founded, as it was established a decade later after the First Landing of the Nordlings, that is, in the 770s After the Resurrection.

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Temeria



General information

Variation(s)	Tremerya and Tremeria
Status	Kingdom
Ruler	- Tremer Dynasty (770s-1271 A.R.) - La Valette Dynasty (1288 A.R.-onwards)

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Official Language

Nordlingaen

Demonym

- Temerian
- Lilly (plural:lillies) [informal]

Religion

Nordling Religion

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Borders

Temeria borders [Redania](#) to the north; Kerack (before it's extinction) to the west; Kaedwen to the east, along with Aedirn and Mahakam; Lower Sodden to the south; and Cidaris to the west.

It also borders the Great Sea to the west and Brugge to the southwest.

Climate

Temeria's climate is predominantly continental across most of the kingdom. However, due to its geographical position, the coastal regions and nearby inland areas experience an oceanic climate.

This oceanic influence extends partially into the interior through prevailing winds, reaching regions such as Velen, which is well known for its harsh weather, frequent rainfall, and marshy terrain.

Flora and Fauna

Temeria possesses a fairly diverse flora and fauna despite its predominantly continental climate, with oceanic influences in coastal areas. For example, Velen, due to being a swampy region, has a rather unique ecosystem, though it does not come close to matching that of Angren, due both to the nature of the area itself and to greater human intervention.

As a result, one can find in the kingdom a wide variety of plant life, ranging from species such as willows, reeds, rushes, and cattails; to deciduous trees like oaks, beeches, and chestnuts; continuing with species resistant to salinity and wind, including hydrangeas, eucalyptus, acacias, and tamarisks; and ending with smooth sumac, redcurrants, red maples, black ash, larches, and white elms, among many others.

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As for fauna, Temeria shares much with its neighbor Redania (more specifically, the southern region of that country), although it also possesses its own unique species, such as the false wolf (*vulpis falsuscanis*) and the small burrower (*falsusvulpis inhumaris*). Setting aside these two unique mammals, notable species include pheasants, turkeys, grouse, as well as insects capable of enduring both oceanic and continental climates, with greater abundance in Velen due to its swampy terrain—particularly various types of larvae, mosquitoes, flies, and crickets.

Mammals include bats, bears, and bovines (both domesticated and semi-domesticated); canids such as dogs (domesticated and wild), wolves, and wargs; equines such as horse-rounceys (both wild and domesticated); and porcines such as pigs, in a state similar to dogs, as wild boars also exist. Notably, there is a complete absence of reptiles (excluding lesser draconids, as they are not native and are therefore considered monsters).

Economy

As one of the four great kingdoms of the North, Temeria has a highly diverse economy.

Its greatest strength lies primarily in the primary sector, particularly in the mining activity of Mahakam, which allows it to compete with the North's foremost mining power, Kovir. Alongside this, the tertiary sector plays a major role through the wide range of services offered by its port cities to visitors. To this must be added the numerous dwarven banks which, given that Mahakam is part of the kingdom, have their main headquarters within Temerian territory—more specifically, in the capital, Vizima.

On the other hand, the secondary sector also holds a certain level of importance, especially due to the work carried out by dwarven and human craftsmen the latter who process materials imported from distant lands through the ports, and the first who sourced directly from the dwarven territory. The first, thanks to their quality and pricing, generate significant income for the kingdom and, more importantly, soft power. A considerable portion of the tools, weapons, and armor used across the North—and even in Nilfgaard's northern provinces and territories—are either produced in Mahakam or derived from its techniques.

Agriculture and livestock farming, while varied and of good quality, are relatively

mediocre when compared to other territories along the western coast, such as [Ebbing](#) further south or neighboring Redania. Attempts were made in the past to transform the swampy province of Velen into arable land in order to improve this sector, but every monarch who attempted it failed—for the simple reason of its high danger.

Etymology

The name Temeria derives from a combination of the suffix -ia, in [Nordling Common](#), meaning “*place of*,” and the name Tremerr, which was the surname of its founder, the first king of the Temerian dynasty, Dezmond Tremerr. Eventually, the pass of time would corrupt Tremerr into Temer, thus giving rise to the modern name of Temeria, which means “*place of Tremerr*.”

History

Ancient Times

In ancient times, the Mahakam mountain range, which would later become a vassal state of Temeria, began to be inhabited by the [gnomes](#), who arrived from another [world](#) through the still-active [Ard Gaeths](#). Later, the dwarves migrated from the south and allied with the gnomes in order to survive in an environment as hostile as the North.

In fact, Mahakam is one of the oldest countries in the North, surpassed before they went extinct, only by those founded by the lizardfolk, the vrans.

Pre-Human Times

Before the arrival of humans, the region that is now Temeria was inhabited by multiple species of non-humans, among them notably the vrans, the bobolaks, [elves](#), and [dwarves](#). Over the course of numerous conflicts throughout their history, these groups gradually absorbed the other states that existed within present-day Temeria, until only the states of the latter two remained.

These states were Velen to the north—an elven country named as such because the elves arrived in the territory during that period of their calendar—and Mahakam to the east, the homeland of dwarves and gnomes in the North, which,

as mentioned, had existed long before the arrival of the Aen Seidhe and [Aen Elle](#) during the Age of Migration.

During this period, the vran states that existed in the region fell to the elves, and many of their survivors migrated to Mahakam, where they were welcomed by gnomes and dwarves, forming the first vran populations in Mahakam.

A similar process occurred with the bobolaks, though in their case it resulted from conflicts with the vrans—conflicts initiated in an attempt to prevent their own downfall. The bobolaks, who possessed their own state to the south of what is now Temeria, known as Landofido (Bobolak Language: *Land of Faith*), so named due to its nature as a theocracy, would meet a similar fate.

The Arrival of Humans

Humans arrived during the [First Conjunction of the Spheres](#) in the 230s Before the Resurrection, in the form of ethnic groups such as the Zythrani, the Brathkren, the Iawa, and the Crufosh. These groups were nomadic and tribal in nature, similar to the Dauk, Wozgor, and Migweski of further north.

However, unlike those northern groups, their presence did not leave a significant cultural or political impact. By the time of the Nordlings' arrival, they had largely been forgotten, and the Nordlings themselves were often mistaken for the first humans by dwarves, elves, and other races.

Their only lasting impact appears to have been biological, as they were gradually absorbed into non-human populations. This is believed to have influenced their genetics, resulting—at least among the Aen Seidhe—in a reduction in average height and a decrease in lifespan from approximately 600 to 400 years. Among dwarves, it is theorized that this influence led to females losing full facial hair, retaining it only along the edges of the face.

Shortly Before the Arrival of the Nordlings

Shortly before the arrival of the Nordlings, between the 4th and 8th centuries, the expansions of the two states that would later occupy the territory of Temeria—Velen and Mahakam—reached their consolidation.

However, as there were no longer external enemies to confront, tensions eventually escalated through border conflicts, first into a cold war, and finally into open warfare.

As a result, by the beginning of the 8th century, both states had weakened each other sufficiently for the newly arrived Nordlings to expand. They were able to take control of Velen after the elves abandoned it due to this weakness, and later vassalize Mahakam without much difficulty.

The Arrival of the Nordlings

The Nordlings arrived in what is now modern Temeria around the 770s, although the exact dates remain unclear. What is certain is that this occurred a decade after the Landing of the Exiles. They were led by the chieftain Dezmod, a member of the Nordling sub-ethnic group known as the Franki.

Dezmod sailed past the earlier settlements established by the Exiles in the Pontar Delta, they traveled down the Pontar and Ismena rivers until reaching the territory of the former kingdom of Velen. By that time, it had already been abandoned by the elves, following a broader pattern of withdrawal seen across other elven countries after the arrival of the Nordlings.

There, they settled in the abandoned city of Wyzima (later corrupted to Vizima), the former capital of Velen, which remained in relatively good condition due to its recent abandonment. This provided a significant saving of resources, allowing the emerging kingdom to grow rapidly.

It was in this city that Dezmod proclaimed himself king, naming the new human country after his surname: Tremerr. This gave rise to the Kingdom of Tremerya, which evolved into Tremeria by the 10th century, and ultimately into Temeria from the 12th century onward.

The Elven Migration Westward

Following the abandonment of Velen due to the arrival of the Nordlings, a portion of the elven population of the former kingdom migrated westward, seeking refuge in the mountains of Mahakam. However, due to past conflicts between elves and dwarves, they were denied entry by the dwarves.

This rejection, combined with the rapid expansion of human settlements, left these elves effectively trapped within what would become Temerian territory. Over time, this led to the emergence of a distinct elven population within the human kingdom.

The Reign of Dezmod

Beyond the foundation of the kingdom and the early stages of its expansion, Dezmod's reign was not particularly notable. This is likely due to a combination of scarce historical records—leading to his transformation into a semi-legendary figure—and the nature of his rule itself.

As a result, his greatest long-term impact lay not in his governance, but in his lineage. His descendants would eventually split into two distinct branches of the Temerian dynasty: the Mariborian and the Ellandrian branches.

The Expansion of Temeria and the Vassalage of Mahakam

From the 8th to the 10th century After the Resurrection, Temeria began a period of expansion that would bring it close to its modern borders. This process unfolded under the leadership of its founding king, followed by his son, and ultimately his great-grandson.

It was the latter who gained the greatest recognition, having succeeded in vassalizing the dwarves after a prolonged bloodless economic cold war. This conflict stemmed from the dwarves' moral reluctance to sell weapons to a race perceived as both warlike and intolerant.

The turning point came when the Temerian ruler promised to respect dwarven autonomy and culture in exchange for their union and the end of the economic standoff. He argued that other kingdoms would not be as lenient, and might even seek to exterminate them, given their greater numbers and the advantage of rapid human reproduction just to access the territorial resources of the land of the dwarves.

This agreement led to the establishment of the Day of the Alliance and marked the incorporation of Mahakam into Temeria, a status it has maintained ever since.

The Reign of Abdank

Following the death of Dezmod, his son Abdank ascended to the throne. According to later chronicles, he was described as mentally deficient, although the accuracy of such claims remains uncertain, as these sources were written

centuries after his reign.

Modern historians speculate that, given the significant role played by his advisor, the mage Raffard “the White,” Abdank may have exhibited traits consistent with moderate to severe autism. Despite this, he appears to have retained a degree of functionality, as he personally oversaw certain initiatives, such as the Architectural Harmonization of 841, as well as minor territorial expansions, and at times ruled independently.

The Six Years’ War (830–836 A.R.)

In 830, conflict erupted between Abdank of Temeria and King Dranis of Cintra over control of the middle Yaruga River. Abdank secured support through alliances with various Temerian dukes, while Cintra mobilized its seaside princes.

As the war escalated, allegiances became increasingly fluid: some Cintrian seaside princes sided with Temeria, while certain Temerian dukes aligned themselves with Cintra. The conflict grew devastating for both sides until 836, when Raffard “the White”, Abdank’s court mage, successfully mediated between the two rulers and convinced them to negotiate a peace treaty in Brugge.

In recognition of his role, Abdank even offered Raffard the crown. In a notable gesture, Raffard refused, though he accepted the position of first adviser, through which he effectively exercised real power.

As a consequence of both the war and Abdank’s limitations, Raffard came to hold near-absolute authority at the Viziman court. Meanwhile, many of the dukes and seaside princes—among them Venger of Attre, founder of Aedirn—were forced to abandon their respective countries.

The Later Reign of Abdank

In order to occupy Abdank, Raffard encouraged his interest in alchemy. Alchemists from across the western coast were invited to Vizima with promises of wealth and prestige, tasked with turning lead into gold—only to be executed upon failure. Eventually, word spread, and alchemists began to avoid Temeria altogether.

After Raffard was killed during the brutal conflict that followed the establishment of the Chapter—known as the Brotherhood War—Abdank ruled independently for a few years, though ineffectively, until his death without a male heir.

This triggered a prolonged and intermittent war of succession between the

Mariborian and Ellandrian branches of the Temerian dynasty, remembered in history as the War of Daggers.

The War of Daggers (850s – late 10th century A.R.)

By the 850s, Abdank had died—having, as previously mentioned, no male heir—which gave rise to an institutional crisis that escalated into open conflict, as the dukes of Maribor and Ellander, both direct relatives of Abdank from the aforementioned branches, failed to reach an agreement.

This conflict became known as the *War of Daggers*, also referred to as the *Endless War* due to its duration. The former name derives from the nature of the conflict itself, which was largely fought through assassinations and betrayal rather than open warfare. Assassin Orders such as the Decomposers—named after their method of dissolving the bodies of their victims with acid—and the Jesters operated on behalf of both factions.

This occurred despite the creation of the Interrex position, specifically intended to prevent such a conflict.

The main argument used by the rival parties to justify their claims to the throne was to accuse the other of having been involved in Abdank's death. However, it was never definitively established who, if anyone, was responsible, given that assassination was a common tactic employed by both sides. Most likely Abdank died of natural causes or as a result of his condition, though neither faction was willing to admit this—nor to acknowledge that the king may have had no succession plan due to his probable disorder.

In the second half of the 10th century, Prince Adalbert of Maribor (great-great-grandson of Dezmod) managed to secure a series of decisive victories with the aid of the legendary sorcerer Alzur, often regarded as the father of witchers. He was subsequently crowned King Adalbert I.

Adalbert established the Mariborian branch of the Temerian Dynasty as the ruling family of the kingdom and, contrary to expectations, chose to repair relations with Ellander, granting the duchy a significant degree of autonomy.

It is worth noting that the Interrex position only failed in its primary objective—preventing the war—likely due to the immense difficulties inherent in governing

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under such conditions. However, thanks to them—particularly the rule of the first six Interreges, known as the Six Great Ones—the kingdom did not fragment into multiple states nor fall to foreign powers, maintaining a degree of stability until Adalbert’s coronation.

The number six is not incidental: these early Interreges were frequently targeted for assassination, as both factions sought to install favorable candidates and bring the conflict to an end on their own terms.

During this same period, the previously mentioned vassalization of Mahakam took place under the rule of the Interrex Belorio Tremor, son of Lucía Tremor (one of Abdank’s daughters, and thus a great-grandson of Dezmod). Chosen as a neutral figure by both factions, Belorio achieved this significant diplomatic success.

However, his tenure was short-lived. He was assassinated by a dagger to the jugular, most likely by a member of the Jesters, presumably due to fears from one or both factions that he might seize the throne with the support of the dwarves.

The Reign of Adalbert the Generous

Following the end of the War of Daggers, Adalbert of Maribor—better known as Adalbert I—ascended to the throne, ruling until approximately the mid-11th century. His death came under unusual circumstances: while riding on horseback in full armor, he fell. Some accounts suggest he may have been pushed by his eldest son, Herman, who allegedly envied his younger brother, widely believed to be their father’s favorite. The fall, combined with the armor and Adalbert’s age, proved fatal.

Beyond his efforts to reconcile with Ellander, his reign was largely peaceful and uneventful. It was characterized by significant public investment—earning him the epithet “*the Generous*”—and by a key administrative reform: he mandated the systematic recording of the kingdom’s history, inspired by similar practices in neighboring Redania.

As a result, the earliest reliable historical sources on Temeria originate from the scribes of his reign, who would eventually form the organization known as the Sempiternal Congregation, which over the centuries became the kingdom’s primary historical archive.

His successor was his son, Herman the Mad, whose reign was short-lived. He was

assassinated following a coup led by the aristocracy, who had grown weary of his erratic behavior. It was also revealed that Herman was not Adalbert's legitimate heir, but rather another of his sons, Lambert.

Following Herman's death, his younger brother Lambert of Temeria ascended to the throne. He is thus considered the first ruler to inherit the crown peacefully and directly from his father, without violence.

During his reign, Lambert achieved the de facto vassalization of Mahakam during the so-called Famine War—a far harsher continuation of the earlier cold economic conflict. Until then, Mahakam's vassalage had been largely *de jure*, given the nature of the previous conflict and the dwarves' ability to rival Temeria. In practice, it had functioned more as a symbolic annexation accepted by the non-humans to buy time, rather than a conventional vassal relationship.

The Reign of Herman the Mad

Although brief, the reign of Herman the Mad was marked by numerous eccentricities, particularly of a sexual and anti-religious nature. According to some accounts, he believed himself to be a god reincarnated in human form.

He became especially infamous for a peculiar ritual: during storms, Herman would ascend the mage tower where he resided and attempt to catch lightning using a lightning rod, all while hurling insults at the gods. These actions gradually fostered opposition within his court, until one day the nobility deemed themselves powerful enough to act and carried out a coup. As a symbolic gesture marking the end of his reign, the lightning rod was destroyed.

Despite this, among parts of the common folk, Herman was remembered more favorably. His reign featured large, inclusive parties and festivals where social hierarchies were temporarily dissolved and anyone could participate. He also maintained low taxes and, in general, did not interfere heavily in the lives of ordinary people.

The most significant development of this period, however, occurred immediately after his fall: the so-called National Spiritual Purification, enacted during the brief interregnum that followed. Under pressure from the clergy, the population that had participated in Herman's festivities was compelled to undergo acts of "*purification*" for the sins committed

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during his rule.

Additionally, this era saw the establishment of the Temerian Royal Council. The trauma—particularly among the aristocracy—caused by Herman’s exercise of near-absolute power led to the creation of this governing body as a mechanism of control, intended to prevent the rise of another monarch of a similar nature.

The Reign of Lambert of Temeria

The reign of Lambert of Temeria was defined by two major aspects. On the geopolitical level, it was marked by alliances with other kingdoms—most notably the former rival Cintra—and ongoing feuding with Redania over the Pontar Delta region. Domestically, his rule is chiefly remembered for achieving the true vassalization of Mahakam following the previously mentioned Famine War. Additionally, though of lesser importance, his reign also saw Temeria gaining influence in Sodden.

The Famine War (Early 12th Century A.R)

Building upon the already complex relationship between the two territories, and further intensified by the failed Aelirenn’s Rebellion of the 1060s—during which the joined elven youth from several kingdoms were massacred—the dwarves and gnomes of Mahakam withdrew to higher mountain levels. There, they fortified themselves within nearly impenetrable strongholds and sealed the mountains passes.

They feared that humans—having already massacred elves and other, less-defended non-human groups in other lands such as the bobolaks—might eventually turn their attention toward Mahakam and its resources, despite prior agreements, at least in the Temerian case.

However, this strategy came with a critical flaw: they were unable to produce sufficient food at such altitudes, especially since the halflings of Mahakam remained in the valleys of the region. This situation made it inevitable that they would eventually need to negotiate a safer and more sustainable arrangement with the Temerians—and with humans more broadly.

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Having inherited a stable Temeria from his father Adalbert of Maribor, Lambert proved to be an energetic and strategic ruler, seeking to expand his influence through multiple avenues.

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Gradually, in order to secure the full integration of Mahakam, he began persuading the halflings to relocate from the mountains to more fertile lands in exchange for various benefits. This policy slowly weakened Mahakam's internal cohesion, reducing its population in the fortified regions and forcing the dwarves, gnomes and others such as the bobolaks whether they wished to or not, to reopen the mountain passes and surrounding areas.

After eleven years of sustained pressure and negotiation, Lambert succeeded in compelling the clan elders of Mahakam to recognize him as their ruler—not merely as an ally and protector, as in the earlier arrangement—but as their sovereign, to whom they would pay homage.

This agreement was formalized during the so-called April Summit, held—ironically—on the same date as the Day of the Alliance centuries earlier. This moment effectively rendered Lambert the first *de jure* human king of Mahakam, while simultaneously transforming the relationship into a *de facto* Temerian vassalage. In the long term, this led to a deeper integration of Mahakam into the kingdom, a situation that ultimately proved beneficial for both sides.

Over time, the people of Mahakam adapted to this new reality, learning to profit from the human-dominated markets of the western coast. In turn, humans increasingly relied on the superior craftsmanship of dwarven and gnomish weapons.

By 1267, Mahakam had become so well-established that it could no longer be easily threatened by either the Northern Kingdoms or Nilfgaard. In the event of invasion, its inhabitants could flood the mines, halt weapons production, and relocate—making any attempt at conquest strategically unviable.

The Final Years of Lambert

Following the success of Mahakam's integration, the final years of Lambert's reign passed without major distinction, being neither particularly prosperous nor especially troubled.

He died at the age of forty-four in his own bed, reportedly after choking on his own vomit following his birthday party.

The crown then passed to his son, Geddes.

Geddes' reign was immediately marked by the so-called Dirty Uprising, led by the elven population of the kingdom. In an effort to quell the rebellion, Geddes chose a diplomatic solution: he married its leader, an elven woman and granted some new rights to the elves.

As a result, their descendants became the first half-elves to hold positions of power within Temeria.

The Reign of Geddes

Very little is known about the reign of Geddes, much like that of his ancestor Dezmod. This is largely due to the destruction of key records: toward the end of his rule, one of the secondary buildings of the Sempiternal Congregation in Vizima—specifically the one housing contemporary records—was consumed in what became known as the Blue Illumination.

This event, a fire distinguished by the blue hue of the chemical agent used, is believed to have been the result of a combination of terrorist intent and accident. It is thought that a lone elven actor, operating in the prelude to the Dirty Uprising, intended only to burn part of the archive, but instead destroyed the entire building before the records could be relocated.

Beyond the uprising itself, most knowledge about Geddes' reign comes from indirect or tangential sources—oral accounts from common folk and testimonies from those who surrounded him—as well as from the condition in which he left the kingdom to his successor.

It is known that, prior to his marriage to the elven leader, Geddes was wed to a consort later remembered as the Anonymous Queen, who is believed to have died in childbirth alongside their first child.

His reign largely preserved the stability inherited from his father, Lambert, while addressing issues that had begun to emerge during the latter's time but remained unresolved due to his early death.

Economically, Geddes pursued a policy of protectionism tempered with selective openness in coastal cities. As contact with distant lands along the western coast increased, he established special economic zones throughout the kingdom.

This strategy ushered in a period of considerable prosperity and allowed Temeria to curb the expansionist ambitions of its neighbors—effectively buying influence in border regions through the wealth generated by these zones.

The Dirty Uprising

One of the underlying causes of the uprising was the increase in taxes imposed on non-humans, along with the reduction of their rights toward the end of Lambert's reign. These measures were largely driven by the rising costs of Mahakaman weaponry.

Combined with the failed elven rebellion of the 1060s, this situation contributed to a growing radicalization among the elven population—unlike dwarves and gnomes, who had largely accepted the new political order. This tension ultimately gave rise to the so-called Dirty Uprising.

The uprising took the form of a series of terrorist attacks carried out by lone actors across the kingdom, inspired in part by the earlier Blue Illumination incident. The objective was to weaken Temeria internally and eventually unite in a coordinated effort to seize control of the state. It is from this fragmented and indirect method of warfare that the uprising later earned the label “*dirty*.”

This strategy proved only partially successful. The elves never managed to take control of the country nor establish a separate state such as a Newydd Velen. Instead, their efforts culminated in a coordinated mobilization against the human population in the capital during what became known as the Turbulent Hours of Vizima.

Weakened by the prior wave of attacks, Geddes ultimately capitulated, leading to negotiations that brought the conflict to an end.

The resolution included the marriage between Geddes and the uprising's leader, Gwenfrwei—later known as Vinifrida, as her original elven name was considered unpronounceable by the Temerians. The agreement also granted a significant reduction in taxes for the elven population, along with a modest expansion of their rights.

In return, the elves pledged to cease further uprisings, with the implicit understanding that the state would not respond as leniently in the future.

As a direct consequence of these events, the Temeria's Intelligence Service was established.

The Later Reign of Geddes

Geddes had two children with Vinifrida: Gardic and Maria Pulcheria.

He died while his children were still very young, reportedly by poisoning through his drink. It was rumored that Vinifrida had not abandoned her earlier ambitions, but merely adapted them. However, this claim remains uncertain and is most likely anti-elven propaganda. A more plausible explanation is that his death resulted from accidental choking while drinking—unusual, but not impossible.

Other theories suggest a different culprit: due to Geddes' intentions to further regulate mages within his realm, the Brotherhood of Sorcerers may have orchestrated his death. According to this interpretation, an agent of their armed branch, the Praetorship, carried out the assassination using a magically enchanted poison designed to be undetectable.

Following his death, Vinifrida ruled as regent for a time, though her position was heavily contested due to both her gender and her elven origin. This instability ultimately forced Gardic—still in late childhood, nearing early adolescence—to assume the throne.

At just eleven years of age, he became the youngest reigning monarch in Temerian history.

Meanwhile, Maria Pulcheria, renowned for her beauty, became a key political asset. At the urging of her brother, she was married to King Dambor of Redania, thus becoming queen of the neighboring kingdom.

The Reign of Gardic

The reign of Gardic was marked by two distinct phases: an unstable period and a stable one. For this reason, the monarch is remembered by two contrasting epithets—Gardic the Ambitious or Gardic the Debauched—depending on which phase of his rule is being considered.

The unstable phase spanned from his accession to the throne until the birth of his only son, Goidemar. The stable phase followed, lasting until his death at the age of thirty-two.

Gardic ultimately died from a sexually transmitted disease, syphilis.

The Unstable Phase

The unstable phase of Gardic's reign was, as his epithet suggests, marked by ambition. Gardic sought to promote development across all sectors of the kingdom, which led to expenditures widely regarded as excessive and

unnecessary. This, in turn, generated significant tensions within the court, giving the period its unstable character.

Despite his intentions, these efforts only found limited success, primarily in sectors such as naval expansion and agriculture, while in most areas they were perceived as futile.

It is believed that these ambitions were heavily encouraged by his court mage, a young Ortolan at the time. However, under orders from the Brotherhood of Sorcerers—likely influenced by the Temerian Royal Council—Ortolan was reassigned to Rissberg Castle, where he was convinced to conduct his experiments until his death. This effectively cut off Gardic's support for further large-scale development initiatives, and more importantly, removed the mage's ability to implement his more "*crazy*" ideas.

Toward the end of this phase, Gardic convinced his sister to marry the king of Redania, seeking to expand Temeria's geopolitical influence beyond what had been achieved in previous centuries. He believed that a future dynastic union with Redania could elevate Temeria into a superpower comparable to the then Senatorial Republic of Nilfgaard in the south—though without its bureaucratic constraints.

Such a union would eventually come to pass, though not in the way Gardic had envisioned.

Gardic himself married at the age of eighteen in an arranged marriage organized by his parents—or more precisely, by his mother and stepfather, following his father's early death. This union was with Vulpia, princess of Brugge.

The experience is said to have caused significant personal trauma for the young monarch. As a consequence, and through the authority of his position, arranged marriages would gradually cease to exist as a formal institution within Temerian culture in the years that followed.

The Stable Phase

While Gardic treated Vulpia with decency and courtesy, he never truly accepted her as his wife, fulfilling only the royal obligation of producing an heir—Goidemar. It was therefore no secret that he sought affection elsewhere, engaging in numerous affairs and trysts. However, to his credit, he never allowed these personal matters to interfere with affairs of state.

Goidemar was born when Gardic was around twenty-two years old. From that moment onward, historians consider the beginning of the stable phase of his reign, as well as the period associated with his second epithet.

His most famous lover was the renowned beauty Carezza Charbonneau. Though formally married to a marquis, her husband—being a tactful man—chose not to acknowledge her affairs.

The situation became problematic when Carezza was revealed to be pregnant. As the existence—or even suspicion—of a bastard child was politically unacceptable, she was exiled. She gave birth to a daughter while in exile and, according to rumor, soon sent the child to the magical academy of [Aretuza](#). That child, through effort and talent, would later become known as Leticia Charbonneau, eventually rising to the position of headmistress.

It is believed that, as a result of these personal circumstances, Gardic fathered a vast number of illegitimate children. Without exaggeration, estimates suggest around sixty offspring—sixty-one if his only legitimate son, Goidemar, is included.

Setting aside these personal matters, this phase of his reign was, as its name suggests, measured and restrained. There were no major attempts at reform or expansion, and thus no significant push for development.

The most notable event of this period was the so-called *Sardine Crisis*, which was successfully contained when the king himself adopted austerity measures. This act triggered a domino effect among the aristocracy, preventing the situation from escalating into a more serious crisis.

This would later lead to the *Two Weeks of Joy*, during which Goidemar contracted the aforementioned syphilis, a condition that would ultimately lead to his death years later.

Legacy

Following these events, Temeria was governed for approximately three years by an Interrex, as the position is intended to function as a short-term regency—typically lasting between one and five years. The only major exception to this was during the War of Daggers, when the duration of the conflict made such limits impractical.

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For the remainder of the period until Goidemar reached the age of majority, governance fell to an extraordinary session of the Temerian Royal Council. This was largely due to Vulpia falling into a deep depression after learning in detail of her husband's numerous infidelities, which ultimately led her to take her own life.

Once in power, Goidemar came to be known as the Philosopher King, owing to his strong interest in philosophy. He is credited with developing a moral framework known as circumstantial possibilism.

This doctrine is based on the idea that an action may be justified—even if it goes against general opinion or social consensus—if, given the specific circumstances, it is more likely to produce positive outcomes than negative ones across multiple timeframes (short, medium, and long term).

This stands in contrast to probabilism, which holds that an action may be justified if there exists even a small possibility of a positive outcome.

Circumstantial possibilism, by comparison, evaluates both positive and negative possibilities within a given context and considers their impact over time, rather than focusing on a single favorable outcome.

This philosophical approach would have lasting influence, reaching as far as his descendant Foltest. It would later be used—controversially—to justify his incestuous relationship with his sister, Adda of Temeria, which resulted in the birth of Adda the White. She would become infamous as a striga, and later, after being freed from her curse and married to Radovid V of Redania, a highly controversial queen.

The Reign of Goidemar

The reign of Goidemar is also known as the *Firm Reign*, both because he died of old age while still in power—more precisely at the age of seventy-eight—and because he was forced to confront up to six major crises of different kinds: cultural, social, political, military, economic, and moral.

He managed to resolve all of them largely thanks to the philosophical framework he developed.

The most infamous of these crises—more accurately described as a metacrisis—was Falka's Rebellion, which arose three years after his marriage to Riannon, the daughter of the tragic mage lovers: Lara Dorren, an [Aen Elle](#) elf and bearer of the

Elder Blood gene, and the human Cregennan of Lod. Riannon had been adopted by Queen Cerro of Redania.

Goidemar's reign began in 1147 and lasted until his death in 1205, at the beginning of the 13th century. Upon his death, the crown passed to his son, Cedric.

Economic Crisis

The first major crisis of Goidemar's reign was economic in nature. It stemmed from the devaluation of the Noble, caused by the loss of the kingdom's platinum mines due to the lack of advanced dwarven technology required for deeper excavation.

The devaluation was so severe that, had it not been contained in time, it could have led to the collapse—and even the extinction—of the state within just two years, especially if it had coincided with Falka's Rebellion.

After consulting his economists and guided by vague ideas of his later philosophical principles, Goidemar ordered the creation of a new currency: the Mariborian Crown. At the same time, he mandated the forced removal of all devalued Noble coins from circulation.

This measure was enforced by the paramilitary force known as the Punishers, a harsher and more religiously driven counterpart to traditional tax collectors. The operation was deliberately carried out in a manner designed to instill fear among the population, discouraging any future attempts at currency debasement.

The reform proved highly effective. The Mariborian Crown quickly became the primary currency for internal trade. The Noble—previously stabilized under his father during the Sardine Crisis—remained in use for medium-sized transactions, limited by its scarcity and the inability to mint more of it. Meanwhile, the groat continued to serve for large-scale and international commerce.

In this way, the new coin not only stabilized the economy but also reinforced the long-term functionality of the special economic zones originally established during Geddes' reign.

Moral Crisis

The moral crisis was the second of the six crises and the one that gave rise to Goidemar's philosophy, as in the previous crisis he had merely applied undeveloped ideas of his later philosophy.

It emerged early in his reign, after Temeria was defeated by the neighboring kingdom of Cidaris during a brief border conflict—lasting a couple of months—over control of the Guardian Islands, located midway between the territorial waters of both states.

The defeat was so humiliating that it deeply affected the monarch. During this period—coinciding with roughly the first half of his wife’s pregnancy, just before the outbreak of Falka’s Rebellion—Goidemar, building on an interest he had already developed during his time as prince, made a radical decision: he replaced all of his advisors, with the sole exception of his court mage, with philosophers.

While continuing to govern, he educated himself alongside them. From this process emerged what would later be known as circumstantial possibilism, as well as the foundations of his later epithet.

Even after consolidating his rule, Goidemar retained several philosophers at court. He developed the habit of engaging in long philosophical debates with them during breakfast and dinner. This custom, imitated by the rest of the court and later the aristocracy, eventually spread throughout Temerian society, giving rise to the tradition of having later breakfasts and dinners compared to other Northern kingdoms.

Cultural Crisis

The cultural crisis was caused by a decline in artistic quality stemming from a loss of purpose following the earthquake of 1149, which struck Maribor and its surrounding areas. The disaster destroyed many of its artistic institutions, leading to the loss of a significant portion of accumulated art and knowledge.

This period became known in artistic circles as the *Murder of the Muses of the 1150s*. Its effects lasted longer than expected, partly because its root cause had occurred just one year before the outbreak of Falka’s Rebellion, compounding the kingdom’s instability.

Guided by his philosophy—and supported by his personal charisma—Goidemar managed, after the rebellion, to reverse this downward trend. Once the kingdom had recovered financially, he ordered the construction of the renowned Maribor School.

In addition, he brought in foreign artists to serve as instructors alongside the

local ones, many of whom had fallen into despair. This not only revitalized their spirits but also fostered artistic debate and exchange, allowing for the recovery and rediscovery of much of the lost knowledge.

As a result, a distinct artistic style emerged from the Maribor School, later giving rise to an entire family of derivative styles beginning in the 1220s, particularly after the events of the First Maribor Rapid Painting Contest.

The Political and Military Crises

Falka's Rebellion, along with its consequences, constituted the remaining crises of Goidemar's reign, effectively combining political, military, and social dimensions into what is often referred to as a metacrisis.

F From a political standpoint, the conflict originated in Falka, the
a disinherited daughter of King Vridank of Redania. She initially led the
l rebellion as an attempt by the rightful firstborn to reclaim what she
k considered her legitimate claim to the throne.

a As such, her cause received support from certain members of both the
k Temerian and Kovirian nobility. This, however, was not the case for
il Goidemar, who—guided by his own philosophy—chose to respect the
li decision of his neighboring kingdom in order to avoid escalating tensions
n into war.
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e Unfortunately, war proved inevitable, marking the beginning of the
r military dimension of the metacrisis.
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a The conflict soon evolved into a peasant war, larger and bloodier than
t anything previously witnessed in the Northern Kingdoms, with both sides
h committing gruesome atrocities.
e

r To maintain control over her forces, Falka is said to have secured the
loyalty of her leading officers—ranging from noblemen to common thugs—
through the strategic use of her personal charms.

From a social perspective, the rebellion left deep scars within the crown and the broader structure of the kingdom, reshaping internal dynamics and leaving lasting consequences that would persist long after the conflict itself had ended.

Falka's Rebellion

The rebellion reached its greatest scale when Falka killed her father, his second

wife Cerro, and her two half-brothers, Heltmult and Denhard, with her bare hands. Because of this, she passed into legend as a bloodthirsty demon, though it is more likely that she lost control of the blood-fueled mob and the radical slogans displayed on their standards.

Fighting under banners bearing phrases such as “*Death to Kings*,” “*Death to Priests, Nobility, Gentry and Anybody Well-to-Do*,” and later “*Death to Sorcerers*,” her forces were responsible for the burning of Mirthe—the ancient town of mages in Gelibol—and for the flaying alive of Master Radmir of Tor Carnedd.

After crossing the Pontar River and declaring war on Temeria, the rebels established their headquarters at Castle Houtborg, where they imprisoned the then-pregnant Queen Riannon.

While in captivity, Riannon gave birth to twins and subsequently descended into madness. Around the same time, Falka also gave birth and entrusted her newborn, Adela, to the deranged prisoner, declaring that only queens were worthy of serving as wet nurses to her bastard—and that a similar fate would await every queen and princess in the new order she intended to establish after her victory.

This enraged Goidemar who, upon learning of his wife’s capture—and after being extorted and deceived in an attempt to secure her release, as the captors used the ransom to purchase weapons—personally took command of the Temerian army. With a measure of luck and strategic success, he defeated the rebel forces in several battles, including at Houtborg itself.

Around this time, Falka began to lose ground in Redania, where the throne was seized by Vridank’s uncle, Vizimir I.

Following these victories, Goidemar altered the Temerian coat of arms to *three silver fleurs-de-lys on a black field*, commemorating his triumph over Falka and the recovery of his wife and children.

Not long after the rebellion was quelled, Falka, nicknamed “the Bloody” was tried and sentenced to death by burning at the stake. Since then, during Saovine celebrations, the people of Temeria and Redania have burned effigies representing her. According to legend, before her death, Falka cursed all those present, vowing that they and their descendants would suffer at the hands of a child bearing her blood.

The social crisis arose primarily from Riannon's madness and, more importantly, from the fact that she ended up with three children instead of the two she had actually given birth to—the twins Fiona and Amavet. This situation weakened the monarch's image among the population.

It was a crisis that might have been resolved had mental health been better understood at the time; however, this was not the case.

Goidemar hired several mages to determine which of the children was not his. Although they succeeded, they chose not to inform the king, as doing so would have resulted in the execution of a two-year-old child—especially given that the monarch was still deeply affected by the events of the rebellion.

Despite this, Goidemar and Riannon raised all three children as their own and were content with them.

Approximately eighteen years later, Riannon died at the age of thirty-eight, believed to have succumbed to grief following the death of two of her children. One of them, Adela, had assisted priests in a hospital during an outbreak of the [Black Death](#) and died from the disease at the age of seventeen. Her body was burned alongside other victims of the plague.

After her death, Goidemar visited the hospital, renamed it in Adela's honor, and within a year commissioned a monument dedicated to both Adela and Fiona—though, in reality, Fiona was not dead, only missing after escaping from Cintra, but Riannon, in her madness, believed she was.

After Riannon's death, as his only remaining child grew, Goidemar lost all hope that Amavet would become a suitable heir. This proved correct when, due to his womanizing behavior—likely inherited from his grandfather—and the numerous conflicts caused by his illegitimate children, Amavet was killed by a particularly vengeful husband, an aristocrat named Roger Kameny.

Enraged, Goidemar demanded a harsh judgment against the aristocrat—something unprecedented in over a century for a member of the nobility. With little choice, the judges sentenced him to a brutal death.

This decision sparked growing resentment among the nobility. Even those who had condemned Roger's actions began to feel threatened, and some went so far as to attempt a rebellion.

The Cleansed Rebellion

The final remnant of instability—though not considered a full crisis due to how swiftly it was suppressed—was the so-called *Cleansed Rebellion*. It earned this name because many historians likened it to “*cleaning the dirt from a house*.”

The uprising lasted barely a month. By that time, Goidemar had already reached an agreement with Cidaris to turn the Guardian Islands into a shared territory: half Temerian, half Cidarian, with the central island serving as a neutral economic hub.

In response to the rebellion, Goidemar called for aid, and King Liam of Cidaris answered, bringing his army to help suppress the insurgents.

This assistance did not go unnoticed. In order to further strengthen the bond between both states, Goidemar arranged a marriage with Liam’s daughter, Adda of Cidaris. From this union was born his second son, Cedric, who would go on to continue the Temerian royal line.

Final Years

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Despite securing the continuation of the royal line through Cedric, Goidemar remained concerned about the fate of Amavet’s illegitimate children, specially those from his last affair, Muriel and Crispin. When Crispin disappeared somewhere in [Metinna](#), Goidemar was the only one who showed genuine concern and made efforts to find him.

The remaining thirty-seven years of his reign became known as *the Years of Peace and Reconstruction*. This period focused on restoring the strength of the crown and reinforcing the kingdom, ensuring that everything would be in the best possible state when Cedric ascended to the throne.

Goidemar died in Maribor during a visit to the city due to pneumonia, at the age of seventy-eight. He was buried in the Temerian royal crypt in Vizima—the very same crypt in which the legendary Wolf Witcher, Geralt of Rivia, would encounter the striga many decades later.

The Reign of Cedric

Cedric’s reign was considered—both by his contemporaries and by later historians—to be remarkably, even unusually, peaceful. He focused primarily on completing what his father had not fully achieved before his death: restoring the national spirit after the hardships the kingdom had endured.

This was reflected both in his epithets—Cedric the Smiling and Cedric the Patron—and in his popularity, which was exceptionally high. So much so that the name Cedric itself, as well as that of his first son, Axel—who died during childbirth after being strangled by the umbilical cord—became extremely common throughout Temeria during his time and remained so long afterward.

This popularity was even reflected among witchers, with two members of the School of the Cat bearing those names.

Like his great-grandfather, his reign can be divided into two major stages. In this case, the Smiling Phase and the Patron Phase.

The Smiling Phase

The Smiling Phase encompassed the early years of Cedric's reign up until the birth of Axel. It was named after the monarch's characteristic attitude: whenever faced with a lingering problem, he would smile and assure others that a solution would be found—if not today, then tomorrow, the day after, or whenever the time was right.

This optimism extended even to moments when the monarchy—still weakened by the rebellion and its aftermath—was required to make considerable efforts that others might have approached with reluctance. Cedric, however, maintained his composure and his smile regardless.

This approach earned him significant popularity among the aristocracy, a popularity that only grew when he made the unusual decision to open the palace doors on a bimonthly basis to personally hear and address the concerns of common citizens—even if it meant spending entire days seated on the throne.

At some point during this period, Cedric's attitude attracted the sympathy of the powerful commercial kingdom of Kovir. Seeking both to ease Temeria's burdens and to expand their own influence—fearing that Redania might attempt to reclaim its "*rebellious province*" with allied support, potentially overwhelming Kovir's mercenary forces—they offered Princess Berengaria Thyssen, daughter of King Guido, in marriage.

Cedric accepted without hesitation.

Following the marriage, Berengaria became pregnant with Axel. However, the child's tragic fate—dying at birth after becoming entangled in the umbilical cord—erased the smile from Cedric's face, marking the end of this stage and the

beginning of the next.

Some time later, during this second phase, Griffin—great-grandfather of Foltest—would be born and eventually ascend to the throne.

The Patron Phase

The Patron Phase can be summarized as a period dedicated to rekindling and solidifying the national spirit—one of the key reasons why Temerians would later become so strongly patriotic.

Thanks to the influx of wealth from Kovir, Cedric devoted himself to financing a wide range of artistic endeavors, as well as, indirectly, major constructions such as the Triple Cathedral of Maribor, dedicated to Melitele, Kreve, and Lebioda, and the Square of the Glory-Touched in the capital, Vizima.

Taking advantage of this artistic momentum, during his reign Cedric commissioned the artist Frederlaxde Belleti to redesign the royal coat of arms. As a result, Temeria adopted a *black shield studded with fleurs-de-lys*, symbolizing the kingdom's rebirth after the rebellion. This coat of arms remains in use to this day.

In addition to these cultural initiatives, Cedric—drawing from the more open-minded influences of his maternal heritage, shaped by a maritime, trade-oriented kingdom—introduced a series of small legal reforms throughout his reign.

Though modest at the time, these reforms would later prove crucial, as they—combined with the actions of Griffin—enabled his granddaughter Bienvenu to maintain her hold on power.

Final Years

Unfortunately, Cedric's reign proved to be short-lived, lasting barely five years. He died after leaning too far out of a window—an abrupt and almost absurd end for a monarch whose rule had otherwise been defined by stability and cultural flourishing.

The crown passed to his son Griffin in 1226, at the age of twenty-six. Motivated by both the brevity of his father's reign and the limited scope of his reforms, Griffin would go on to pursue far more radical changes, even introducing the concept of abdication into Temerian political life.

There was some debate within the Temerian Royal Council about whether to call upon a member of the Ellandrian branch, given Griffin's lack of formation in comparison to his father. However, he was ultimately accepted—both because his claim was the strongest and because he had already secured the continuation of the line through his heir, the future queen Bienvenu, known as *“the She-Wolf.”*

The Reign of Griffin

The reign of Griffin—known as Griffin the Insistent due to the many reforms he attempted but ultimately failed to implement—was relatively short, lasting only ten years, despite his death occurring later at the age of forty-one from a heart attack.

This was due to an unknown genetic illness, believed to have been inherited through his Thyssen lineage. The condition forced him to introduce the concept of abdication and, at the age of thirty-six, to step down from the throne. In doing so, he gave way to an interrex government, as his grandson was in age to rule and the court sought to bypass Bienvenu due to her being a woman—until his death and final wishes allowed his daughter to ascend.

His illness, considered a residual effect of incest in previous generations, manifested not only in his own condition but also in his inability to produce more offspring beyond his only daughter, due to reduced fertility.

As a result, incest was formally prohibited in Temeria and would later become a firmly established cultural taboo.

Despite his condition, Griffin was one of the few monarchs to live long enough to see not only his children but also his grandchildren and great-grandchildren. By that time, Bienvenu had already been married to Duke (later Prince) Ragbard. After the marriage failed—reportedly due to his homosexuality—she became involved with Hugo of Rivia, with whom she had a son, Medell.

Within just two or three years of Griffin's reign (around 1228–1229), Medell was already old enough to have children of his own: Foltest and his sister Adda of Temeria.

This unusually compressed generational timeline was due to a pattern of early parenthood: Griffin had his daughter at fifteen, Bienvenu gave birth at the very young age of ten due to precocious adolescence, and Medell followed the same

pattern, having children at twelve—likely inheriting this trait from his mother.

It is important to note that Bienvenu's early pregnancy and the trauma associated with it played a key role in shaping her later character as "*the She-Wolf*," driving her determination to impose equality in Temeria so that no woman would have to endure what she had experienced.

This early cycle of parenthood deeply troubled Griffin, particularly due to the affection he felt for both his daughter and grandson. Although he had been forced to accept these circumstances, they motivated him to establish a formal age of majority.

Thus, the age of fifteen to sixteen was set as the standard, based largely on his own perceived maturity at fifteen when he became a father, as well as that of his wife, Clarissa of Toussaint, who had been sixteen.

Interestingly, Foltest would later remember his great-grandfather Griffin with great fondness—likely influenced both by the distortion of childhood memories with the pass of time and by the tensions he experienced with his own father, who had also, as mentioned prior, become a parent at an unusually young age.

Griffin's reign can be divided into three distinct phases: the Continuist Phase, the Confrontational Phase, and the Pragmatic Phase, lasting three, two, and five years respectively.

The Continuist Phase

The Continuist Phase was defined, as its name suggests, by the early implementation of Griffin's reforms, closely following the approach of his father.

This period corresponded to the phase in which his illness had minimal impact on him, allowing him to achieve more through his strong capacity to impose his will.

During this phase, Griffin successfully enacted a series of judicial reforms which, combined with those of his father, would later enable the ascent of his daughter.

The most notable of these were the formal introduction of the possibility of abdication and the abolition of Salic Law.

While the latter reform was, in principle, a positive step, it generated significant friction within the court. This tension ultimately led to open confrontation with the rest of the nobility, marking the end of the Continuist Phase and the beginning of the Confrontational Phase.

The Confrontational Phase

The Confrontational Phase was characterized by Griffin's attempts to implement more radical reforms across multiple areas, driven by his fear that Temeria was falling behind other countries.

However, strong opposition from the Temerian Royal Council and the clergy prevented him from carrying out most of his plans, resulting in only limited achievements. The most notable of these were reforms in education which, combined with the later reign of his daughter and the earlier groundwork laid by his father, ultimately contributed to the establishment of full equality within the kingdom.

During this period, Griffin confronted the clergy, angered by what he considered their preaching of nonsense. Those who remained in the last phase of his reign in their positions were required to study books, educate children, and care for the sick, the poor, the homeless, and the disabled.

Unfortunately, this phase also saw the progression of his unknown genetic illness—later theorized by historians to have been amyotrophic lateral sclerosis, though this remains uncertain due to the limited medical knowledge of the time.

In order to prevent stress from further worsening his condition, Griffin transitioned into what would become known as his Pragmatic Phase.

The Pragmatic Phase

During the Pragmatic Phase, Griffin ceased his direct confrontations with both the court and the clergy. Instead, he sought to implement his previously frustrated reforms in a more subtle manner.

To this end, he founded the town of Toderas in Velen, intending it to serve as a model settlement—one that would lead by example and, ideally, grow into a city comparable to Oxenfurt. However, these efforts ultimately failed, largely due to its unfavorable geographical position, and by the 1270s it had declined into little more than an abandoned village.

During this period, his illness progressed significantly. Taking advantage of the legal reforms he had previously enacted, Griffin chose to abdicate in favor of his daughter.

However, as mentioned prior Bienvenu's son was already of age to rule, this

decision sparked a prolonged debate, leading to a temporary interrex period before the succession could be resolved.

After abdicating, Griffin retired to a spa in the Temerian-controlled Guardian Islands, where he spent the remainder of his days. He eventually died of a sudden heart attack at the age of forty-one.

Following his death, as mentioned earlier, his final wishes were honored, bringing the debate to an end and allowing Bienvenu to ascend as the first ruling queen of Temeria.

The Reign of Bienvenu

Bienvenu’s reign was short but intense, defined by a constant clash between royal authority and entrenched systemic structures. It lasted ten years—equal to that of her father—largely due to sustained pressure from factions within the court who sought to place her son, Medell, on the throne instead, on the basis of her being a woman.

After a decade of continuous conflict, these factions ultimately succeeded, as “the She-Wolf” had grown too exhausted to continue resisting.

The most significant aspect of her reign was the implementation of the so-called *Breaking Reforms*, which, as their name suggests, dismantled long-standing patriarchal structures—despite considerable resistance—in order to establish the more equitable system that endures to this day.

Due to this resistance, the reforms were enacted gradually, typically at a rate of one per year. The only exception occurred during the fifth year of her reign, when her opponents temporarily ceased their opposition, allowing her to pass multiple reforms in quick succession. By contrast, in the tenth year, the pace slowed significantly, as Bienvenu herself was already too worn down to continue at the same intensity.

Despite the opposition, full equality was ultimately achieved in Temeria and, thanks to the newly empowered half of the population, successfully maintained.

In fact, these reforms were later challenged by Medell himself, who—under pressure from the same factions that had opposed his mother—

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attempted to repeal them. However, he was prevented from doing so by the growing influence of an independent female bourgeoisie that had emerged as a direct result of Bienvenu's policies.

This group threatened to trigger a significant economic crisis, forcing Medell to abandon his efforts and ensuring the survival of Bienvenu's reforms.

Romantic Life and Its Geopolitical Consequences

First Husband

Regarding her romantic life, as previously mentioned, Bienvenu first married Duke Ragbard. The marriage was annulled rather quickly due to alleged homosexuality—according to rumors—since the duke, although seemingly perky and masculine, was more interested in “*men's games*” and had totally failed the queen's expectations in the bedchamber. A vulgar and libelous ballad was sung throughout Temeria ridiculing him.

However, it is likely that these rumors were instead the result of his youth and internal confusion or disagreement, as well as the age difference between him and Bienvenu, which did not awaken any desire in the adolescent—since, despite her precocious development, she was still a child. At the time of the marriage, he was fourteen and she ten.

Thus, after only three months, the marriage was dissolved, and with it, the rumors of homosexuality faded as well. The duke instead formed a strong emotional connection with Adalia, daughter of the Count of Garramone, who was closer to his age.

Shortly thereafter, the wedding took place and, half a year later, Ragbard was dead—gossip claimed he had overdosed on medication supporting sexual potency, what alchemists would call *viagra*. The widow Adalia was elevated from countess to duchess and began to devote herself to political life.

This situation, however, left Bienvenu concerned for many years. Thus, once she came to power, Queen Bienvenu—fearful of Adalia's intrigues—quickly arranged a marriage between the duchess and Dagorad, prince of Cintra.

At the time, the Kingdom of Cintra, ruled by King Corbett, had severed

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relations with Verden, Aedirn, Lyria, and [Nazair](#). In need of a strong alliance to avoid being overpowered by its rivals, Cintra had little choice but to accept the queen's arrangement.

Second Husband

Following the dissolution of her first marriage, Bienvenu married the aforementioned Hugo of Rivia, who, as previously stated, gave her a son, Medell.

He was a quiet man who largely went unnoticed, with the most notable aspect of his life being that, once Bienvenu had grown older and secured an heir, he fared much better than his predecessor, Ragbard, in the queen's bedchamber. Rumors were rampant that he had to work very hard to fulfill the expectations of the queen—hence the ever prying eyes and his rather famous reluctance for riding horses.

This behavior on Bienvenu's part was likely the result of a combination of factors: the trauma of her early pregnancy, her precocious adolescence, and the constant stress of dealing with a highly confrontational court.

As the father of the heir, Hugo remained at the queen's side until his death at the age of thirty-four, caused by sexual exhaustion while attempting to give the queen a second child. In this, he never succeeded, though his efforts were reportedly heroic. Many crude songs were sung about the prince's travails.

Due to this particular fixation, Hugo grew weary of the idea of dealing with children, to the point that he did not exactly lavish his son, Mendell, nor his grandson, Foltest, with affection. It is likely, however, that this stemmed more from exhaustion than from a lack of genuine feeling.

This, however, had an impact—at least on Foltest, who, upon ascending to the throne, demanded that Hugo's portrait be removed from the throne room. He also developed the habit of omitting references to Hugo in discussions of family lineage, unlike his great-grandfather Griffin, "*Grandmama Bienvenu*," and "*Great-grandmama Clarissa*."

Final Years

After ten years of rule, and due to the previously mentioned pressures, Bienvenu abdicated the throne in favor of her son, Medell. She then retired to the

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city of [Corvo](#) in Toussaint, where she died at the age of fifty-five after falling down the stairs in her home.

Like the rest of her family, she was buried in the Temerian Royal Crypt.

The Reign of Medell

The reign of Medell—known as Mendell the Brief, as his epithet suggests—was short-lived, lasting from early 1246 to mid-1251.

It was characterized primarily by his already mentioned failed attempt to abolish his mother's reforms and, in an effort to appease those factions that had previously opposed her, a reduction of the rights of non-humans—particularly those considered “*less human*,” such as the bobolaks—lowering their status to that of third-class citizens.

Medell was a warrior king and, in fact, preferred warfare to governance. An example of this can be found in his time as a prince, when Mendell's army marched on Aedirn and was defeated at Hagge by King Virfuril and his forces.

His death—and thus his brief reign—came as a direct result of this passion. During a border conflict, he chose to personally lead his troops, and was killed when an eagle flying overhead dropped a rock from its talons.

The Reign of Foltest

The reign of Foltest, better known as Foltest the Great, lasted from his ascension to the throne in 1251 until his death in 1271 at the hands of the [witcher](#) of the [School of the Viper](#), Letho of Gulet, part of the paramilitary group of assassin witchers funded by Nilfgaard known as the Kingslayers.

His reign, as his epithet suggests, was characterized by bringing Temeria to great prosperity despite having to deal with two wars against the Nilfgaardian Empire and a couple of controversies in the form of possible bastards, a non-human bastard daughter, a daughter born of incest and cursed, and two confirmed bastard children. In fact, his management of the country was so effective that, partly because of this, he became one of the targets assigned to the Kingslayers.

After his death, Jan Natalis assumed the role of interrex until the Temerian Royal Council approved whether Foltest's daughter, Adda the White, was fit to rule, which they eventually did. As Adda was married to Radovid V, this led to the Redanian–Temerian union. However, it did not last long due to the abuses of the

neighboring kingdom's monarch over the Temerian people, which ultimately led to Foltest's bastard son, Boussy, ascending to the throne, causing the first dynastic change in the country (though not a pseudo-cadet house, as that had already occurred with the Mariborian Branch of the Tremere), establishing the House of La Valette as the new ruling dynasty.

Childhood

His childhood was complicated, marked by the negligence of his father, which led him to grow closer to his sister in search of a substitute, to the point that, from an early age, both developed a romantic relationship in the form of an affair that resulted in the birth of Adda the White when they were adults. For many years, she was a striga due to a curse imposed by the courtier Ostrit, who was in love with Adda, out of jealousy, and by the mother of both siblings, who was furious about the incestuous relationship.

Teenage Years

It was because of this relationship that his mother, Sancia, had him travel through the countryside from time to time to keep him away from his sister. This eventually became a hobby for the future monarch, who ended up being accompanied by his third cousin Jurkast, often to have fun with willing women. It is more than likely that Foltest, like one of his ancestors, fathered many bastards along the way, although no one knows this for certain. However, this possibility caused a second controversy which led to the future monarch being sent, after his last trip with his cousin, to the Most Excellent Academy of General Suamuz in White Bridge to instill in him the discipline they believed he lacked, something that would transform him into the monarch and military commander he would later become.

The last trip with his cousin

During one such trip, they lost themselves near Brokilon. After a whole day of wandering through dense forest, they found a glade with a hut in the center, encircled by dryads. They ushered the princes inside, where two chosen dryads slept with them in order to have children. When the princes woke up in the morning, they were accompanied by two dryads whose task was to lead them out of Brokilon safely.

A later process of regressive hypnosis revealed that the dryad Foltest slept with may have been Morénn, daughter of the queen of Brokilon, Eithné—likely done

as a way to ensure not only the survival of the dryads themselves, but also Brokilon as a country, or even a future expansion of it by justifying it through a blood tie, given the high fertility of dryads. Therefore, it can be said with certainty that, after this, the monarch had a non-human bastard.

Foltest's Ascension and Early Months

Following the death of his father in 1251, Foltest ascended to the throne without much trouble. His first months were relatively calm, with the most notable aspect being that they vaguely resembled the early years of his great-grandfather Griffin.

What was not foreseen, however, was that these months would lead to him and his sister rekindling their relationship, culminating in a pregnancy that caused a scandal at court—and worse, in Foltest wanting to marry her. Eventually, Adda persuaded her brother to cancel the wedding plans, as she believed—and not without reason—that doing so would only worsen the situation and could even provoke a coup d'état.

What neither of them knew was that Adda had already been cursed, as previously mentioned, by her jealous admirer, Ostrit, and by their own mother. This resulted in the death of Adda and her daughter during childbirth. The latter would return to life seven years later, in 1258, in the form of a striga.

After Adda's death, this led Foltest to begin seeing a close friend, Maria Louisa La Valette, which eventually led to them falling in love. By 1263, she had become Temeria's secret mistress, and they had two bastard children around that time (give or take a year): the future king Boussy La Valette and his sister, Anaïs, Queen Consort of Kaedwen.

Adda the Striga

Beginnings

A Thus, for seven years Adda grew inside the sarcophagus, only to emerge a
d creature of predatory instinct with the size and skill to carry it out, which
d caused yet another scandal at court and reinforced Temerian anti-incest
a sentiment. It also provoked the (secret) disdain of many members of the
d Temerian Royal Council, which, over the years, would lead to the fall of the
u Tremor and the rise of the La Valette to the throne when Boussy was not
r legitimized (as he never took his father's surname), but rather approved (hence
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n the dynastic change).

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h What almost no one at court realized was that the striga was not a mistake,
e but a plan—carried out by Ostrit in revenge against Foltest for taking his
r beloved Adda and “defiling” her, and by Foltest’s own mother because of
fi the incest—something she believed would destroy the monarchy. All of
r this was intended to cause such a collapse in the young monarch’s
s reputation that he would eventually be forced to abdicate, thus achieving
t Ostrit’s personal goal and, for the mother, placing someone more “decent”
y on the throne to prevent the crown’s destruction.
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r **The Solution**
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Thus, the situation lasted for months, and little by little Foltest’s reputation began to grow increasingly negative. Until the striga began to spiral out of control, and Ostrit was forced to place a contract in search of a witcher capable of dealing with the problem.

Several answered the call—six in total. Most of them died. Only Brehen, of the [School of the Cat](#), who escaped after being bribed by Ostrit so that the striga would continue killing, and the later legendary witcher of the [School of the Wolf](#), [Geralt of Rivia](#), survived. The latter cured the striga of her curse after the monarch himself implored him to do so, due to the affection he still held for his sister and because the cursed girl was the only thing he had left of her.

Among the witchers who died were Marakaz, of the [School of the Viper](#), who died attempting to fight the striga using the dual-sword combat style characteristic of his school; [Remus](#), of the School of the Wolf, who died for being poorly prepared, having mistaken the striga for a [yukodlak](#); Merten, of the [School of the Manticore](#), also known as Shavel, who, after converting to the cult of Lebioda and acting as a pilgrim and missionary of the prophet, chose to become a sort of witcher-monk and continue his work while spreading the prophet’s teachings—he died for not carrying his medallion as a tool, replacing it with his faith; and the one known as the “*Mouse Hunter*” of the School of the Cat, who died due to wearing the light armor typical of his school instead of something offering greater protection.

In addition to the witchers, Ostrit also died at the hands of the striga when he attempted to bribe Geralt. However, Geralt refused, knocked Lord Ostrit unconscious and tied him up. When the time came, he cut Ostrit loose and used him as bait. He was soon found and killed by the striga.

After this, having lost her ally and with Geralt having lifted the curse, Foltest's mother was forced to abandon her plans and, to her misfortune, accept her son's reign.

Consequences

No one ever knew that she had been involved in the situation, and she continued living until she died of old age.

On the other hand, the seven-year-old girl—later known as Adda the White—was left with consequences. Physical ones, such as her white hair (hence her epithet), and mental ones, since she remained intellectually impaired. This would later become the key reason behind the doubts of the Temerian Royal Council when her father's death left a power vacuum.

Nevertheless, Adda managed to recover at least part of her cognitive development over time, thanks to the tutors appointed by Foltest, though never to the level of a normal person. This ultimately left her vulnerable to manipulation by Radovid V of Redania after being married to him.

However, this would not be the last time the Temerian monarchy would be entangled with witchers. Thirteen years later, as already mentioned, Foltest would meet his death at the hands of one, and thirty years later, his son Boussy would almost suffer an assassination attempt by the witcheress of the School of the Cat, [Jolanta Dinmarb](#), while she was working for the Redanian Secret Service. This took place during the signing of a commercial treaty with [Zerrikania](#), and was only prevented because Boussy had hired as a bodyguard a witcher of the [School of the Griffin](#) in need of coin, [Putnam Pitch](#)—who, coincidentally, was the assassin's former lover, something that ultimately worked in his favor and prevented the regicide thanks to that emotional factor.

The Northern Wars

The Northern Wars would mark the peak of Foltest's popularity, both nationally and internationally, as he proved himself to be more than an excellent leader of his armed forces, with the country being under attack and, afterward, due to the territorial gains he achieved.

This popularity was especially reflected in the respect he earned from his enemies. Emhyr himself went as far as to say in court that it was a pity Foltest had not been born Nilfgaardian, because if he had, they would already have the

North subdued.

First Northern War (1263–1264 A.R.)

In the first war, it was key when he sent the Temerian Army to Lower Sodden in an attempt to help defend against the invading Nilfgaardians. While the Nilfgaardians were defeated, Temeria received many refugees from nearby Cintra after its capital was sacked.

This caused a diversion of the invaders, which further exhausted them, as after burning Upper Sodden, they marched north and crossed the Yaruga into the region of Lower Sodden again. There, they reached Sodden Hill and faced the armies of Redania, Temeria, Aedirn, and Kaedwen, where the later legendary Battle of Sodden Hill—with over one hundred thousand participants—commenced, with Temeria playing a very important role due to the number of troops contributed. Over thirty thousand were killed, including thirteen northern mages, and the result ended in a decisive Nilfgaardian defeat.

Second Northern War (1267–1268 A.R.)

On the other hand, during the Second Northern War, Temeria and Foltest's decisions were, if anything, even more crucial. He was one of the driving forces behind the circumstances that led to the conflict, as the war started as an attempt by both Nilfgaard and the North to preemptively attack each other. In the case of the North, the rulers believed Nilfgaard would continue attacking them, and thus they should be the first to strike—but make it appear as if Nilfgaard were the aggressor in order to gain public support. Meanwhile, Nilfgaard, having learned of this, quickly prepared its own forces, devised an elaborate plan, and struck first, rapidly subduing many surprised countries in a blitzkrieg.

However, despite having encouraged a war that was bound to erupt sooner or later whether he wanted it or not, Foltest also played a key role during the third phase of the war, the so-called Temerian Offensive, which would prove necessary (even if it did not unfold as expected) to enable victory against the southern enemy.

For when the Nilfgaardian blitzkrieg reached its apogee and an unprecedented scale, the Northern Kingdoms—after heavy losses in the previous two phases—stood side by side to face the common enemy together. The united allied forces launched bold offensive actions against the enemy, thus becoming a worthy opponent to the, until then, unbeaten Nilfgaardian invasion forces.

This offensive would lead to further victories, culminating in the breaking point: the Battle of Brenna and the fourth phase of the war, the Northern coalition counter-offensive, which would ultimately drive the Empire out of their territories.

Post-war

A liberation of Cintra was planned; however, the fact that Emhyr married the (false) princess Cirilla Fiona Elen Riannon, along with the number of troops present in the kingdom and the exhaustion caused by the war, meant that the idea was never carried out.

However, the territory served as a basis for negotiations and led to what would later be known as the Peace of Cintra, on April 2, 1268, thus bringing the conflict to an end—at least for a few years, as the imperial giant would not cease in its ambitions and a third conflict would soon follow.

It is worth noting that Temeria was the greatest beneficiary of the conflict, as it gained significant territory, acquiring as new provinces the lands of Riverdell—once disputed between Temeria, Cintra, Sodden, and Rivia—Sodden itself, due to the death of its king, Ekkerhad, whereby the crown passed to his closest relative, Foltest, thus turning it into a vassal kingdom, and Angren, also disputed by the same countries that contested Riverdell.

Attempted Assassination and Death of Foltest (1270–1271 A.R.)

Foltest would not live to see the beginning of the Third Northern War, as, due to his success in expelling the imperial invaders, he became a target of Nilfgaard, which used the aforementioned Kingslayers, led by the witcher Letho of Gulet, to eliminate him.

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In Foltest's case, he suffered an assassination attempt in 1270 by one of the Kingslayers, which, according to certain accounts of dubious veracity, was thwarted by a white-haired witcher who killed the attacker—only to delay his death a little longer until the following year.

That death would come after the assassination of King Demavend III of Aedirn, also killed by Letho, when the witcher took over from his fallen companion following his failure and death the previous year.

b This was compounded by the fact that, prior to these events, Foltest faced
a a rebellion from the La Valette, essentially for not publicly recognizing and
st legitimizing his bastard children. This led the monarch to personally lead
a his troops to suppress the uprising, which he succeeded in doing. All of
r this culminated in a month-long siege of the La Valette citadel. It was
d there, once Foltest and his troops had entered victorious after ending the
c instability—more specifically, in the solar, in the next tower along the
hi castle wall—that Letho, infiltrated in the guise of a monk, assassinated the
ld monarch, supposedly taking advantage of the confusion to temporarily
r place the blame on a white-haired witcher who was accompanying the
e king in those fateful moments, thus buying time for the Empire’s next
n move as he escaped.
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e After this, Temeria entered its most critical era since the Falka’s Rebellion
n and the War of Daggers, soon being claimed by Redania due to Adda’s
ts marriage, and ultimately being forced to fight a war of independence
b against the “*Redanian Empire*” following the end of the Third Northern
ef War, during the era of the *Iron Judgment* of the Redanian monarch.
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e **Third Northern War (1271–1272 A.R.)** hi

s Due to the monarch’s death, Jan Natalis assumed power as interrex.
d Shortly thereafter, the conflict broke out following the summit of Loc
e Muinne. During the war, Temeria was occupied by Nilfgaard, to the point
a that Vizima fell under imperial control. What the Imperials did not want to
t admit was that their war machine had a geographical limit, and sooner
h rather than later, the last of the great Northern monarchs still standing,
Radovid V the Stern, began to defeat them by incorporating more and more
people from the kingless territories into his army, effectively—though not
formally—reuniting the kingdoms.

A key factor in this was the vast but fractured Temerian army, divided into
guerrilla forces, which, thanks to the figure of his wife Adda the White, was
unified once more. This allowed them to accept the foreign king as their leader,
adding Temerian troops to the Redanian army and thus making it more
comparable to that of Nilfgaard.

After the conflict, the Redanian–Temerian union effectively came into being,
along with the ambitions of Radovid V, who sought to take the North for himself
under the banner of “*Protector of the North*” and establish what he privately

called his “*Redanian Empire*.”

This “*empire*” would not last long, and eventually, through multiple conflicts and guerrilla wars, the various countries under Redanian rule in the North gradually regained their independence, with Redania returning to its pre-1273 borders by the early 14th century.

The Fall of the Tremer and the Independence of Temeria (1280s A.R.)

The fall of the Tremer occurred essentially because Adda became a puppet of her husband due to her diminished mental faculties as a result of the curse she had suffered. So manipulated and corrupted by him was she that she allowed—and even promoted—Redania to treat Temeria merely as a place from which to extract resources, treating its people as less than subjects. This led to massive desertions among the Temerians who had joined Radovid during the previous conflict, rebellions, and so many guerrilla wars that the cost became unsustainable for the Redanian crown (the only economy still relatively stable after the third war against the Empire, along with Kovir, the latter due to its neutrality). As a result, they were forced to relinquish the territory by the 1280s, which led to the restoration of the Temerian Royal Council.

The Council, opposed to Adda due to the abuses, took advantage of a legal loophole in Temerian law to consider Adda naturalized Redanian, and therefore not their queen. Much later, decades afterward, the son of Adda and Radovid, Radovid VI the Peaceful, would attempt to repair relations with the neighboring country, but without success.

This liberation led to Natalis obtaining a second term as interrex, and the Temerian Royal Council, in order to guarantee peace in the country, was forced to choose a new king. At this point, Maria Louisa entered the scene, presenting a claim on behalf of her son Boussy. She provided proof of Foltest’s paternity, which was accepted, thus allowing Boussy to ascend as monarch, while Maria Louisa ruled as regent until he reached the age of 16 in 1288 and could rule in his own right.

Tragically for the dynasty, although these proofs were convincing, they were not conclusive, and therefore Boussy could never be legitimized, prohibiting to take his father’s surname, thus bringing an end to the founding dynasty that had ruled Temeria for centuries and marking the beginning of a new one.

The War of the Unwanted (1280–1286 A.R.)

The regency of Maria Louisa and the end of the union with Redania did not mean the end of Temeria's troubles after so much hardship. Shortly after regaining its status as a country, the so-called *War of the Unwanted* broke out—a series of rebellions led by minor nobles claiming to be bastard children fathered by Foltest in his youth. Due to the country still being devastated by war, this led to Temeria losing the territorial gains obtained in the Peace of Cintra—namely Sodden, Angren, and Riverdell—which became independent again by taking advantage of the situation. These territories did not suffer independence conflicts with the kingdom due to its weakened state and the more pressing war at hand.

This war nearly destroyed the country, fragmenting it into many smaller entities (with the aforementioned losses being merely a symptom of a greater threat that was stopped in time), were it not for Boussy, who, two years before his coronation and against his mother's will, took matters into his own hands as prince and simply ended them. In doing so, he earned both the affection of the people and the admiration, respect, and increased support of the entire aristocracy—including his enemies—along with his epithets such as the Peacemaker or the Young General, among others, thus unknowingly consolidating his future rule as king.

A However, this left the nation even weaker after so many years of constant
n conflict. Fearing a renewed annexation attempt by Radovid V, the kingdom
a looked beyond the borders of the western coast to a distant land with
i's military technology more than capable of repelling the ambitious
a monarch's army: [Zerrikania](#). This led to a commercial treaty between both
s countries.

u Additionally, at some point during this period, Boussy—already as
e monarch—arranged a marriage between his older sister Anaïs and the king
e of a recovering Kaedwen, Svolt I. This was intended to close off another
n potential front of invasion in the near future, which, although less
C concerning than Redania, was still a threat, thereby improving diplomatic
o relations by binding both countries through shared blood.

The Commercial Treaty with Zerrikania (1288 A.R.)

f In 1288, the first commercial treaty between a Northern country and the

K matriarchy of Zerrikania was signed. All of this was made possible thanks
a to a prior meeting in earlier years that the monarchy had with the now-
e legendary Temerian explorer, [Fabio Sachs](#), who was seeking funding for
d his first expedition, later known as the Expedition to the Far East. The
w meeting ended in failure, as the country was in conflict, leading Sachs to
e seek support elsewhere, eventually reaching [Lyria & Rivia](#), where he did
n secure the funding needed to carry it out.

However, despite the failure, this left a certain impression on the monarchy and led a now-ascended Boussy to look beyond the western coast, toward the land best known to the Nordlings of the eastern regions: the aforementioned Zerrikania. Unbeknownst to him, thanks to its excellent intelligence network, Redania learned of the talks between both territories and, therefore, of the treaty itself, beginning to devise plans to keep its neighbor weak and retake it sooner or later.

Thus, over the course of several months, negotiations began between Boussy's kingdom and the matriarchy, culminating in the commercial treaty signed between late August and early September of 1288 at the palace offered by Count Danny Braurgelt in the city of Carreras, in Temeria.

The agreement was simple, yet effective: greater economic advantages for Zerrikanian goods over those of other merchants from "*Beyond the Seas*" for twenty years, along with various resources that the matriarchy lacked (the former being a mere addition to make Zerrikania benefit even more). In return, the young monarch would receive, free of charge, military technology such as the Fire Scorpions and their powerful siege engines, among other means to properly defend himself. Boussy, without hesitation given the state of the country, accepted. He also invited other northern countries as international observers in order to prevent a possible direct attack from Redania during the signing, as the area would be further secured by their troops.

This led Redania to mobilize its secret service to infiltrate the treaty as moles, sending both one of their own agents and a coerced but useful operative: the Cat witcheress, Jolanta Dinmarb. Her mission was to assassinate key figures and thus prevent the treaty from being signed at the last moment—among them, the king if possible. All of this was to be done without being discovered, and, if exposed, under the guise of a supposed Kingslayer in order to redirect suspicion toward the Empire, exploiting the social trauma caused by Foltest's death.

The treaty would eventually be signed between Boussy and the court mage of the Queen of Zerrikania, [Nasira Faizan](#) (who had been sent as her representative), inevitably and relatively quickly, which forced Jolanta to act sooner, causing the deaths in an attempt to invalidate the agreement during the celebrations that followed.

The Attempted Assassination of Boussy

The assassination attempt as such did not take place—it came close, but ultimately did not happen. This was due to a factor that neither the secret service nor their assassin had anticipated: a last-minute addition. Her ex, the already mentioned witcher of the School of the Griffin, Putnam Pitch, who had accepted a job as the monarch's bodyguard due to being short on coin, as previously stated. As a result, Jolanta was only able to achieve a few objectives before her original plan fell apart and the bodies of her victims were discovered, which led to the post-treaty celebration being halted. Pitch, along with the court mage of Kaedwen (one of the international observer states), [Anika Marsir](#), and others such as Nasira Faizan herself and her bodyguard, the witcher of the [School of the Manticore](#), Teirgh, began an investigation. This led Pitch to discover that the killer was a witcher, and in the midst of it, Jolanta attempted to strike again—more specifically at Anika—but failed, wounding her, though not severely. This prompted a pursuit of the, to him still unknown, assassin into a greenhouse within the palace. Anika provided magical support by casting a spell that reinforced the area so that the assassin could not escape by breaking through the glass, allowing Pitch to confront them—whether due to superior skill or simply exhaustion.

Eventually, the witcher did not defeat her for either of those reasons, but rather by recognizing her through her combat patterns during the duel and telling her that she did not have to do this. This unsettled Jolanta enough that, combined with the exhaustion both had accumulated during the fight, he managed to overpower her, grab her by the shoulder, slam her against one of the greenhouse windows, unmask her, and attempt to interrogate her. Only for Anika's spell to wear off—the impact of Pitch slamming her against the glass breaking it—causing gravity to send them both falling onto a lower balcony. There, they began to argue until the Cat, in order to disorient him and buy time, kissed him. However, feeling cornered and with people approaching the area (more specifically Anika), she chose to throw herself from the balcony to her

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apparent death. Though Pitch confirmed the fall and handed over a bloodied piece of her clothing as proof, her body was never found.

The Remaining Years of Boussy (1288 - 1343 A.R.)

After this, Boussy's remaining years were peaceful, leading the country through a slow recovery that would take decades to be completed.

Boussy married the daughter of the jarl of the distant Thyll, with the intention of improving Temeria's maritime capabilities due to the treaty with Zerrikania, and eventually had fourteen children, thirteen of whom were used as political assets on an international level, while only one—the one Boussy considered the most capable, the future Goidemar II—would become king.

Boussy died at the age of 80, in 1343, from an apparent cough, allegedly due to the throne room being "*too humid*," leaving his son with seven years of peace before he would be forced to deal with a crisis greater than both his grandfather's wars, the Third Northern War and the War of the Unwanted, the invasion of the Haaki Empire from the Far East in the year 1350.

The Reign of Goidemar II

The reign of Goidemar II was divided into three major periods: the Innocent Period, the Haak Invasion, and the Consequential Period. The longest of the three was the Innocent Period, lasting seven years, while the shortest was the Consequential Period, lasting only a couple of months. It was this final period that caused his death and the ascension of one of his brothers—the seventh, to be precise, Dezmod II—to the throne (as Boussy, in order to reinforce his legitimacy, had the idea of naming his children after past kings and queens), until his nephew (Goidemar II's son), Dezmod III, would eventually ascend.

Goidemar had up to four children, of whom only Dezmod III would live long.

The most notable aspects of his reign were that he was one of the northern monarchs who had to deal with the invasion of the steppe peoples, and that he was the one who granted equal rights to dwarves after they had been key in halting the invasion.

The Innocent Period

This period was characterized by continuity with his father's policies and by a

grave mistake: the dismantling of much of the Zerrikanian military technology due to maintenance costs, under the belief that a lasting regional peace had been achieved. This, however, would not be the case.

The Haaki Invasion

Under the leadership of Great Khan Zeus (and his covert manipulation by his favorite, the mage [Herna of Gemmeria](#)), the Haakis launched themselves in frenzied hordes into an unbroken chain of conquests that lasted four decades.

During this time, they subjugated vast portions of the Old Continent, forging an empire that stretched from the mountainous regions of the [Far North](#) to the coasts of [Bia Thin](#). Only a handful of territories escaped their advance—either due to natural barriers such as the Korath Desert and the ocean ([Melukka](#), [Barsa](#), [Ofir](#), and lands further south), or thanks to superior technology, as in the case of Zerrikania.

For these reasons and others, by 1350, the empire turned its gaze toward the western coast, and thus toward the Northern Kingdoms.

In doing so, they fulfilled the prophecy once spoken by the elven seer Ithlinne. Their invasion began from the Nilfgaardian vassal state of [Ebbing](#) in September 1349—the southernmost territory considered Nordling at the time of the vision—and reached the modern borders of the Northern Kingdoms in 1350.

For a year, the Haakis descended like a storm—burning, slaughtering, and feasting upon the ruins, drinking from the skulls of their fallen enemies, just as Ithlinne had foretold.

However, they were ultimately halted at the Battle of Mahakam. There, a united force of the Northern Kingdoms—known as the Northern Front—lured them into a trap within dwarven territory, through one of its narrow mountain passes. This maneuver denied them open-field combat, their greatest advantage due to their steppe origins and mastery of horsemanship.

The terrain allowed the defenders to divide the Haaki hordes—including the Black Horde, the Red Horde, and the Golden Horde (the sub-horde of their leaders)—into smaller groups, which were far easier to defeat due to both their reduced numbers and their inability to regroup quickly in mountainous terrain.

It was there that Zeus met his end, as did Herna, who was slain by his ex-boyfriend, the witcher of the [School of the Bear](#), [Cervin](#). Zeus, in his case, was

killed by his former partner, the mage [Brianna Vassermiller](#).

This, combined with the trap and the loss of both Zeus and Herna, caused the Haakis to break ranks and retreat to their steppes. Their withdrawal sparked internal conflicts, which soon plunged the empire into rapid decline, ultimately leading to its complete collapse. Some former territories regained their sovereignty, while new powers emerged across the steppes as a result of these internal struggles.

Temeria would be key in the defeat of the eastern invaders for two reasons. The first being that Goidemar II, coming from a country with relatively recent instability in its history and lacking efficient technology due to his earlier mistake, was among the first to show openness to alliances with other kingdoms, thus indirectly giving rise to the Northern Front. The second, because, being de jure the king of the dwarves, he was able to negotiate with them, convincing them to carry out the trap that would end the invasion—and indirectly, their empire—while also securing a crucial reinforcement of troops for kingdoms that were in a very poor state when the dwarves decided to join the conflict.

In fact, the dwarven participation was so crucial (beyond simply providing their territory) that, in an act of political honesty, respect, and appreciation for their sacrifice, Goidemar II became the first human monarch to grant equal rights to non-humans. This triggered a chain reaction across the North, ensuring that at least dwarves (and in some countries also [gnomes](#) and halflings) would no longer suffer the legal discrimination they endured for centuries—although social stigmas and prejudices between races would take much longer to fade.

The Consequent Period

This was the shortest period of Goidemar II's reign, named both for being the post-invasion period and for the consequences of certain decisions.

During the state funeral of his eldest son, Michaël (who had died in the invasion alongside two of his brothers), the king was assassinated by a racist guard from Vizima, Nabest Pax, as an act of protest against having to accept dwarves in the city guard. The attack was carried out with a crossbow bolt, made possible by the fact that the monarch's carriage was uncovered.

Following his death, as previously mentioned, his brother ascended to the throne—not due to dynastic issues, but for the safety of his last remaining heir. It was not until Dezmod III was considered secure that he would eventually

become king.

The Reign of Dezmod III

Ki The reign of Dezmod III would be characterized by a single thing: the
n number of children he had—around twenty—with four different women,
g most of whom died under circumstances largely related to being unable
G to keep up with his sexual activity, much like what had happened in the
a past to his ancestor Bienvenu with her husband. Dezmod III himself would
r also die from sexual exhaustion.
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c However, in this case, there was no chosen successor. Instead, in order to
ll avoid a civil war, Dezmod decided to leave all twenty as heirs to the
of throne, which gave rise to what would later be known—half jokingly, half
T seriously—as the Era of the Weekly Kings.
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The Era of the Weekly Kings (1360–1370 A.R.)

m Surprisingly, Dezmod was right, and no civil war broke out among his
e children. Instead, they took turns on the throne from time to time, giving
ri rise to the strangest era of the monarchy—one in which it remained, in
a, theory, a hereditary monarchy, but in practice functioned as a rotating
o one.
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e However, a series of circumstances—such as accidents, illnesses,
of abdications, and many others—gradually reduced the number of siblings,
t and thus extended the duration of each reign. What began as periods
h lasting weeks, turned months and eventually grew into years, until only
e the most capable—and most willing to rule—remained.
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o That individual was Dezmod IV.
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The Colonization of the Western Continent (1380 onwards)

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He would ultimately rule from 1370 to 1430, becoming known as Dezmod “*Long Horizons*” for being among the first monarchs to hold territories beyond the Great Sea. This came after the Imperials confirmed that the last expedition of Fabio Sachs had not been a myth—due to his death in that new continent, and thus his disappearance from the known world—and began their own colonization efforts in the [Western Continent](#).

This, in turn, pushed the Nordlings to unite under the Confederation of Nordling Colonies, known as [Fabiola](#) in honor of the explorer, so that they too could colonize and balance the scales, preventing eventual absorption by Nilfgaard.

This colonization began in 1380 and continued for centuries despite multiple political changes.

In fact, as one of the monarchs most concerned about keeping pace with Nilfgaard, Dezmod IV became one of the main promoters behind the foundation of the confederation. Combined with Temeria’s historical weight—and the firm support of the dwarves, who used their newly gained equality to exert further pressure on the other kingdoms—this led to both the Temerian coat of arms and the Mahakam coat of arms being represented on the flag of the Confederation.

Distant Future

In the distant future, the territory of Temeria, like much of the northern hemisphere, would be covered by the glaciation foretold by Ithlinne—the [White Frost](#).

Culture

Age of Majority

The age of majority in Temeria is around 15 years for men and 16 for women. There may be slight variations depending on the time period and social class.

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Archaeology

As Temeria was once a land inhabited by numerous non-human civilizations, it is consequently rich in ruins. As a result, when humans settled the region, it gradually became a place where archaeology could achieve significant advances in its development. Indeed, the Temerian Archaeological Society is among the most renowned in all the Northern Kingdoms.

Architecture

Temerian architecture closely resembles that of the rest of the Northern Kingdoms, bearing the strongest similarity to Redanian architecture due to their geographical proximity and comparable power, which has allowed for significant mutual influence.

The predominant use of blue and white defines much of Temerian construction. White, in particular, carries strong religious connotations rather than purely aesthetic ones. A notable example is the city of White Bridge, named after its characteristic white bridge.

Roofs are typically of the shed type, though variations are not unheard of: M-shaped structures, inverted W-shaped roofs, or upward E-shaped designs—the later particularly in workplaces such as smithies. In poorer regions, especially rural villages, simpler pyramidal roofs are more frequent.

Windows tend to be large and are commonly shaped as ovals, squares, or inverted triangles. Additionally, there is a subtle dwarven influence in certain structural elements, particularly in columns and flooring.

Astronomy

On the other hand, astronomy is not as developed in Temeria, largely due to its geographical position. It is surpassed in this field by neighboring Redania, which benefits from a more favorable location, and Cidaris, whose strong naval tradition has driven greater advancements in astronomical knowledge.

Calendar

Temeria follows the Standard Nordling Calendar, as do the other countries of the

northern western coast. This calendar consists of twelve months—January, February, March, April, May, June, July, August, September, October, November, and December—ranging from 30 to 31 days, with the exception of February (28 or 29 days). It was brought by the Nordlings from their original homeland and is chronologically anchored to the event known as the Resurrection, also referred to as the Revival and similar names.

The main difference in Temeria lies in its internal nomenclature: months that are not numerically named in other regions are instead referred to by numbers. However, this distinction is typically omitted in international communication to avoid confusion.

Currency

Temeria possesses a diverse monetary system, with multiple currencies depending on region and usage.

The primary currency is the groat, made of platinum. It is mainly used in international trade, particularly for large transactions, and is especially common in cities such as Gors Velen. Half-groat and five-groat pieces are also used for smaller or larger purchases.

The second currency is the noble, where 1 noble equals 100 groats. It is made from an alloy of platinum and gold—commonly referred to as white gold—and is used exclusively in domestic trade, primarily for medium-sized transactions.

Following this is the Mariborian Crown, minted in the city of Maribor. It is composed of an alloy of silver and gold (electrum) and is also used exclusively within domestic trade. 110 Mariborian crowns equal 1 noble. In practice, it is the most commonly used currency, as it is suited for everyday transactions.

Below this is the oren, made of silver, which is primarily used to complement purchases made with Mariborian crowns. Six orems equal one crown.

Finally, it is worth noting the currency of Mahakam. Although heavily devalued—with exchange rates described by dwarves themselves as “*trash*” (intentionally, to discourage emigration from their homeland)—it is still considered part of Temeria’s monetary system, as it occasionally circulates beyond its region. Commonly known as chipped florens due to their marked appearance and resemblance to the Imperial floren, these coins are composed of 70% copper, with the remaining 30% consisting of platinum, gold, and silver. 400 chipped florins equal 1 oren.

In addition to these domestic currencies, several foreign coins are also in circulation, such as Imperial florens, the Koviri bezant, and the Redanian crown.

Diet

The diet is similar to that of the rest of the North and humans in general: omnivorous, with some dietary limitations due to the climate. This is especially noticeable in the case of fruits, which are often replaced by various herbs, such as quinoa, which was brought by the dwarves from their lands of origin and is cultivated in Mahakam.

The upper classes are able to consume a wider variety of foods, in the form of products imported from distant lands, such as bananas, coffee, chocolate, coconuts, and a wide range of spices.

Unlike in other parts of the North, where oil made from animal fat is most commonly used, in Temeria sunflower oil is preferred, with vast areas of land dedicated to the cultivation of this plant.

Eating Customs

As previously mentioned, in Temeria it is customary to have both breakfast and dinner late, a practice that dates back to the time of Goidemar. Breakfast is usually taken around 10:00, with a mid-morning meal at 12:00 (if any), lunch at 14:00, and dinner around 22:00–23:00 (depending on the region, with coastal areas and cities tending to eat much later than the interior, due to a more active nightlife).

Discrimination

At least among humans, there is no significant discrimination—at most, mild prejudices that tend to fade once individuals get to know each other better. This applies even to people from the Empire or more distant lands.

On the other hand, discrimination against non-humans follows the general pattern seen across the North, being only slightly more tolerant toward those who are more integrated, such as gnomes and dwarves, and less hostile toward those whose nature is very different from that of humans—provided they demonstrate a capacity for integration—such as [changelings](#) or [orcs](#).

Witchers

Due to its strong religiosity, Temeria is among the more intolerant kingdoms of

the western coast toward witchers in general. These monster hunters are often viewed with suspicion or outright hostility, shaped by both superstition and doctrinal influence.

That said, exceptions do exist in certain regions and villages. A notable example is White Orchard, where local attitudes are considerably more favorable. This is likely due to the legacy of Kristov of White Orchard, a [Griffin School](#) witcher whose honorable deeds brought renown to the area.

Additionally, if local rumors are to be believed, the presence of a white-haired witcher during the Third Northern War (1271–1272), accompanied by his old master, further contributed to shaping a more positive perception of witchers among the local population

Education

Advanced education in Temeria, as in the rest of the North, is largely the domain of the upper classes. An exception exists in the case of individuals born as particularly powerful Sources, who may be taken by mages for training regardless of their humble origins.

What distinguishes Temeria from other countries of the North is that, despite its broader tendency toward equality, its universities are segregated—officially “*to improve student performance*.” And that each institution offers a markedly different approach to similar fields of study, with little to no standardization compared to other lands. This lack of uniformity is intended to foster innovation organically.

On the other hand, basic education and training in less complex professions are provided through a network of semi-private (state-subsidized) schools established during the reign of King Griffin, in the period known as the Renewal—a set of reforms intended to reorganize the army, administration, education, commerce, and industry, of which educational reform was among the few successfully implemented. Originally public, these institutions were later transformed into semi-private establishments due to pressure from the more conservative sectors of the Temerian aristocracy.

Additionally, unlike in Redania—where one would pursue a degree in the Seven Liberal Arts at universities such as Oxenfurt—Temeria instead maintains specialized schools for disciplines considered unsuitable for traditional academic institutions. These include establishments such as Bard Colleges,

Sculptors Academies, and Great Workshops of Painting.

Fashion

Traditional Temerian fashion tends to vary from region to region. In general, in coastal areas, it is characterized by a notable influence from Redania, Kovir, and foreign groups from more distant lands. The latter is largely due to the ethnic minority known as the tideners, who, by incorporating elements from one of their parents' cultures into their clothing, have, over time and across generations, given rise to unique designs in these regions.

On the other hand, in the interior and central parts of the country, clothing is primarily shaped by religious factors. Both in its functional design (that is, the structure of the garment) and its surface design (the decoration), it tends to incorporate stripes of various kinds (usually straight or wavy), in honor of the most popular deity in the country, Kreve. In fact, due to this religious influence, there are different sewing techniques that, once applied, make it structurally necessary for the garment to contain stripes—otherwise, the piece would quite literally not exist.

This has led to Temerian clothing being somewhat unfavored among female audiences abroad for being perceived as “*fattening*,” while being appreciated among male audiences for giving an appearance of “*greater strength*.”

The predominant colors, also due to religious reasons, are shades of blue and white, as they represent the domain of Kreve—the sky. According to the clergy, wearing these colors pleases the god. The aristocracy, in order to distinguish themselves and signal status, tend to wear shades of blue approaching purple.

It is also worth noting that black is not commonly used for funerals, unlike in other countries, as it represents storms—the wrath of Kreve—and is therefore more associated with times of war. For funerals and mourning, various shades of grey are typically worn instead, as they represent “bad days,” with the specific tone of grey indicating how deeply the person is affected by the loss.

Gestures

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In Temeria, it is common to greet from a distance with the left hand using a beckoning gesture. Once closer, people usually greet with a handshake (if they are familiar with each other) or a light fist bump if they are strangers. With women, the fist bump is replaced by a light frontal touch of hands.

At court, however, standard Nordling protocols are followed, which, as the name suggests, became common throughout the western coast. The exceptions are regions south of Ebbing, as [Gemmeria](#), Nilfgaard, and the more western parts of [Barsa](#) do not belong to the aforementioned ethnic/cultural group.

Due to the influence of dwarven culture, it is also common that, if someone wishes to get to know another person in depth, they invite them to share a drink or a hearty meal. The type of drink or dish exists along a gradient that reflects the level of interest in getting to know that person. Water, for example, corresponds to a simple question, while a full meal can be considered—if there is mutual chemistry—the beginning of a friendship.

Social Prejudices

Unlike in other kingdoms, in Temeria, certain practices of the nobility are frowned upon both by the rest of the nobility itself and by people of other social classes. The most infamous of these is incest, which is considered abhorrent.

In addition to this, practices such as secrecy and similar behaviors are generally viewed negatively, as they are seen as signs of a person being dishonorable, deceitful, and therefore prone to betrayal. In fact, within the Temerian judicial system, confessing honestly and directly from the outset is often rewarded with a reduction in sentence.

Justice

Despite being one of the more advanced kingdoms in the region, Temeria's justice system remains one of the most archaic—likely due to its age and strong religiosity. Individuals accused of a crime are considered guilty until proven innocent.

As a result, lawyers—most of whom were once failed students of sorcery, as is common across the North—must prove the innocence of the accused rather than

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refute accusations of guilt.

This often leads to a high rate of convictions, with reduced sentences typically granted only when the accused accepts their guilt.

Magic

Mages are the primary magical practitioners in the country, and their profession, as in the rest of the North, is taught in academies. [Witches](#), warlocks, and druids are also present in forests, villages, and minor towns, although the latter exist in such small numbers that they could be considered almost extinct.

As for mages, due to the historical prominence of the academies of [Aretuza](#) (for women, in Redania) and Ban Ard (for men, in Kaedwen), Temerian mages have traditionally been sent there for training despite these being foreign countries.

Even so, Temeria possesses a minor magical academy known as Meropia, which accommodates those magically gifted individuals who cannot afford to study abroad. The academy experienced its golden age after the Witch Hunts (1272–1276), when the Society of Magic (successor to the Brotherhood of Sorcerers) decided it was better to diversify magical education in case of another such period. This elevated Meropia and other minor academies across the kingdoms to a more prominent position, although Aretuza and Ban Ard continued to dominate.

Marriage

Marriage in Temeria is formally based on individual consent and may only take place once a person has reached the age of majority. Arranged marriages do not officially exist; however, in practice, this is often not the case. When political or economic interests are involved, the social pressure exerted on individuals can be so intense that unions effectively arranged by others still occur.

Divorce is legally recognized and not particularly difficult to obtain, provided that both parties present tangible evidence to support their claims. Otherwise, the process becomes so prolonged and exhausting that many couples choose to resolve their differences rather than continue pursuing it.

Mentality

Temerians are often described as deeply religious yet well-educated. They are regarded as some of the finest hosts in the North, second only to the

Toussaintois—a Nordling ethnicity despite being an Imperial vassal—and the Koviri.

They display an initial tendency toward xenophobia, which tends to fade relatively quickly upon closer interaction. In addition, they are pragmatic within their moral framework, skilled orators capable of persuading not through sheer charisma, but through carefully structured and convincing arguments.

Temerians are generally reserved, though not timid, and maintain a sense of refinement even among the lower social classes. They are inventive, somewhat arrogant—though not to the extent of Redanians or Nilfgaardians—and, above all, highly patriotic and therefore passionate.

Music

The abundance of metals in its vassal state of Mahakam has strongly influenced Temerian music, both culturally and materially. As a result, it is characterized by a wide use of percussion instruments, giving rise to numerous musical genres and subgenres that rely exclusively on them.

Among the most popular instruments are xylophones and similar percussive devices, valued for their ability to produce complex melodies through rhythmic striking. Following these, wind instruments such as simple trumpets are also widely used, largely due to dwarven influence.

Particularly noteworthy are the so-called embellishers, instruments similar to trumpets that allow the user to speak into them, altering the pitch of the voice depending on how it is projected through the instrument. This creates the sensation of singing without actually singing.

National Festivals

Due to its strong religiosity, Temeria is a country with a large number of national festivals, nearly as many as Toussaint. Some of the most significant include The Birth (marking the foundation of the kingdom) and the Day of the Alliance (commemorating the vassalage of Mahakam), as well as those shared with other Northern countries, such as Yule and celebrations dedicated to fathers, mothers, siblings and so on.

However, the most important of all is the Holy Week. During this period, followers of Kreve, alongside adherents of other deities known within the

[Nordling pantheon](#) as the Immortal Ones, honor the heroic deeds through which the divinity is said to have saved the rest of the Immortal Ones, thereby ensuring the stability of the world.

This is celebrated through week-long processions in which devotees carry representations of these heroic acts through the streets of Temerian cities and towns. Each day is dedicated to a different deity, according to the accounts in which Kreve rescued them from a cruel fate.

Non-human Cultural Influence

As the vassalization of the dwarves occurred without bloodshed, Temeria was able to receive, through the soft power exercised by its vassal state, a significant degree of non-human cultural influence. As a result, many aspects of the kingdom's culture—such as personal names, toponyms, insults, and many others—derive largely from dwarven traditions, regardless of how reluctant many are to acknowledge it.

Organizational Structure

People of different professions tend to organize themselves into guilds, orders, institutions, and other similar structures. In the Temerian case, there are forms of organizational structures that do not exist in other countries, such as *gensonis* (singular: *genso*), *packs* (in the case of groups of fighters), and many others.

Religion

The dominant religion in Temeria is the [Nordling Religion](#). However, due to its polytheistic and decentralized nature, worship tends to center primarily around the goddess Melitele, followed by Kreve, Telawel, and the prophet Lebioda and his followers who after death have been transformed into saints.

Beyond these deities and human figures, the goddess with the most notable presence is [Morrigan](#), who serves as a counterpart to Melitele.

In addition to this religion, minor syncretic cults exist in coastal regions as a result of foreign influence. These cults, however, often face persecution from the more devout sectors of society. This is particularly carried out by para-state groups such as The Separators, who, rather than eliminating the source of the problem outright as witch hunters might, seek to dismantle these cults from

within—sabotaging them in order to preserve the religious “*purity*” of the country while maintaining its foreign cultural influence. Hence their name.

Writing Systems

The primary writing system in Temeria is the Modern Alphabet, as in the rest of the North. In addition, particularly in Mahakam and in regions bordering dwarven territory, the ancient dwarven ideograms are still in use—both as a cultural legacy and for the expression of highly complex ideas.

Women’s Rights and Sexual Minorities

Temeria is one of the most egalitarian kingdoms in the North, largely due to the reforms enacted by queens such as Bienvenu La Louve during her reign. She became the first ruling queen after being the sole successor of King Griffin and Queen Clarissa. Beyond her character, Bienvenu is best known for the so-called, as mentioned before Breaking Reforms, which, as also named prior and their name suggests, dismantled long-standing patriarchal structures—despite significant resistance—in order to establish the current, more equitable system.

On the other hand, the rights of sexual minorities vary. Asexuality is the most socially accepted. Homosexuality faces persecution, particularly in the case of men, while bisexuality is often perceived as indecisiveness and promiscuity, and is therefore the most heavily stigmatized of all.

Demographics

Temeria has a high population density, as its population is primarily concentrated in cities such as Wyzima. The total population is around 6 million people.

Of these, approximately 60% are Temerians, 10% are Nordlings from other countries, and 25% are non-humans, mainly dwarves and gnomes, due to the vassal status of Mahakam.

The remaining population consists of foreign humans and their mixed descendants in coastal cities, predominantly the latter. Gors Velen, in fact, is known for hosting a population of Wazao wa Kaskazini (Zangvebarian: *Children of the Cold*), an ethnic group resulting from the mixture of [Zangvebarians](#) and Nordlings and their subsequent descendants, characterized by traits such as extremely

curly hair, which is uncommon among Nordlings.

Ethnic Minorities

The primary ethnic minority in Temeria consists of Imperials, largely due to geographical proximity and the Northern Wars. Along the coast, one can also find [Ofiri](#) and their descendants, Zangvebarians and their descendants, as well as smaller groups of [Hannuans](#) and [Melukkans](#) and their respective descendants.

In addition to these, there exists a distinct group known as the tideners. These are individuals of highly mixed origins, forming a separate ethnic identity as a result. Examples may include a Nilfgaardian grandfather, an Ofiri grandmother on the maternal side, a Hannuan grandfather, and a Nordling grandmother on the paternal side, or just a parent with mixed origins, with subsequent generations continuing this pattern of mixture in different degrees.

The term tidener derives from the image of turbulent ocean tides mixing everything together. Originally used as an insult, the word was later reappropriated and became a neutral part of the Temerian vocabulary.

People

Temerians closely resemble the average Nordling, with one notable difference: their height tends to show little variation, both between men and women and across social classes. In this regard, it is relatively uniform throughout the population. This may be due to a certain degree of non-human genetic influence, although this remains uncertain.

Exceptions to this pattern do exist, of course. The renowned explorer [Fabio Sachs](#), for instance, was notably short.

Government

Like other Northern kingdoms, Temeria is a hereditary feudal monarchy. A ruling dynasty stands at its head, not by divine mandate, but by mandate of conquest—not to be confused with the “right of conquest” — it is distinct from the divine mandate, as it replaces the notion of ruling by divine will with that of ruling because one’s ancestor led the conquest of the territory.

Despite these characteristics, Temeria incorporates certain parliamentary

elements. A royal advisory body, the Temerian Royal Council, exists and is composed of the highest-ranking nobles. This council must vote on the king's laws before they come into effect. Additionally, it holds the authority to elevate, demote, or strip lesser nobles of their titles, as its primary function is to prevent war and maintain internal stability.

If war becomes necessary, the council convenes to deliberate on how to lead Temeria to victory in the most effective manner.

To balance this, the king retains the power to remove any noble from the council, provided a suitable replacement of comparable standing is appointed.

Law Enforcement

Temeria maintains a formal law enforcement body that functions as a hybrid between a traditional police force and an elite military unit, somewhat similar in some aspects of their nature to the renowned Blue Stripes led by Vernon Roche. Known as the Fists of the King/Queen (depending on the current ruler at the moment), they are tasked with subduing the most dangerous criminals in the country and bringing them to justice.

They frequently operate in close coordination with the Temeria's Intelligence Service, as well as with the Praetorship—the magical enforcement branch of the Brotherhood of Sorcerers, and later the Society of Magic—particularly in cases involving magical matters, as they remain, ultimately, ordinary individuals.

Language

The primary language spoken in Temeria is [Nordling Common](#), used throughout most of the kingdom. It is followed by [Onginnan](#), or Dwarvish, which predominates in Mahakam, along with Gnomish, also spoken in that region.

A creole derived from Nordling Common and Onginnan is common, particularly in border areas with the Temerian vassal. In coastal regions, a wide variety of creoles and pidgins can be found, reflecting ongoing trade and cultural exchange. Additionally, creoles combining Onginnan with the Bobolak language, Vran, and Gnomish are also present.

Elvish and other languages, unfortunately, have such a limited presence that they cannot be considered among the primary tongues. However, in certain

areas of Velen, dialects and descendant languages of Elvish are still spoken. Meanwhile, the Scholar Language, originating from the extinct Imperium—the first human empire and conceptual predecessor of Nilfgaard—is used as a means of communication among the educated classes.

Society

Temerian society, like that of the rest of the North, is structured in a feudal manner and divided into estates. The most notable distinction, however, lies in the significant influence of the clergy—particularly that of Kreve, followed by Melitele, and lastly the forge god Telawel (a human deity later adopted by the dwarves).

Social Structure

Temeria's social structure largely resembles that of the rest of the North, with its feudal division into estates. The most notable difference lies in the significant influence of the bourgeoisie, although not to the same extent as in Kovir.

Additionally, Temeria features an intermediate estate between the clergy and the bourgeoisie that does not exist elsewhere. This group can be described as a class of missionaries with considerable economic power, combining religious authority with financial influence.

Soft Power

As a nation, Temeria possesses a considerable degree of soft power. This has been reflected throughout history in diplomatic gatherings among the major Northern Kingdoms, where Temerian opinions have consistently been taken into account. This influence likely stems from a combination of historical significance, cultural weight, and military strength.

Perhaps the clearest example of this soft power can be seen in the indirect spread of the oren. Despite being primarily used for domestic trade, it has circulated into other Northern realms—those of lesser size and importance, never within the other major kingdoms—as a secondary currency due to its perceived value. Some theorize that this diffusion is partly due to misconception, as its coating of copper, aluminum, zinc, and tin gives it a golden appearance, despite the coin itself being made of silver.

Examples of Temerian Names

Temerian names follow a structure similar to that of the rest of the North: a given name, an optional second name, followed by a first surname and, in the case of higher social classes, a second surname.

The main distinction lies in the order of surnames, as it is not always the paternal surname that comes first; the maternal surname may also take precedence.

Among certain ethnic groups, such as the tideners, social class is irrelevant in this regard, and individuals almost always possess a second surname. In these cases, surnames are typically separated by a comma.

Male names

Adelrich, Alewiss, Alois, Alphons, Amadé, Anderl, Arnolt, Badischte, Baltram, Bascha, Baschi, Batbar, Beau, Bepir, Bombastus, Brimbi, Bürklin, Chetolbi, Cillian, Clotar, Cogex, Conrad, Corvin, Dänu, Dävu, Dieter, Egisto, Erwein, Fabio, Föbus, Frann, Gislar, Haug, Heimo, Hias, Jeffrey, Jänu, Jodok, Jörg, Joris, Kasfar, Kenny, Klex, Lode, Loris, Lukasz, Lunzi, Nonzoc, Nurtun, Okaten, Ölu, Paul, Päscu, Romain, Simu, Tönu, Trenovid, Tristan, Venudo, Vollort, Voylito.

Female names

Amei, Ancilla, Andel, Annali, Annekäthi, Bertilla, Betli, Chiara, Cindy, Claritta, Daphne, Det, Dorette, Elvetia, Fei, Frosina, Helles, Haniela, Hilys, Idda, Irilla, Jakobea, Jessie, Jill, Jodie, Juditha, Kabel, Kagyssa, Käthy, Kudrun, Lieze, Lille, Lorly, Marai, Maralla, Marianne, Maresi, Margo, Marlies, Meret, Naira, Nona, Orscheli, Resel, Romina, Rosel, Roumuina, Ruth, Silä, Tania, Tizia, Tulga, Xandi, Zame.

Unisex names

Bauke, Bente, Bouke, Derkje, Eelke, Eilke, Eland, Eltje, Feike, Fere, Ferre, Finne, Fouke, Gauke, Gijsje, Hansje, Hauk, Hinke, Iem, Ieme, Iemke, Illand, Imme, Inse, Jappe, Jard, Jenne, Jenneke, Jente, Jenthe, Jenttie, Jinne, Jinte, Jippe, Josje, Jouke, Keesje, Kene, Klaasje, Koosje, Kune, Meie, Nan, Nane, Nene, Nenne, Nies, Oeke, Oele, Oelke, Olde, Pietertje, Pieterke, Pijke, Pike, Riem, Rieme, Rim, Rimke, Rime, Rinke, Romke, Sike, Sil, Sine, Sjoeke, Tale, Tane, Tanne, Teuntje, Tiete, Ulke,

Untje, Welmoed, Wiet, Wikke, Wolke, Yente, Yenthe, Yme, Ymke.

Monsters

Regarding creatures brought by the Conjunction(s), Temeria shares many with the rest of the North. However, there appears to be a greater presence of them in Temeria than in other regions, particularly various types of hags, freshwater nixas inhabiting bodies of water such as rivers and lakes, and lesser draconids such as wyverns and forktails.

In caves near border regions, there is also a presence of the fearsome catoblepas and gorgons.

In addition, there appears to be a varied population of [therianthropes](#), ranging from first-generation individuals (that is, the problematic ones, those afflicted by a curse) to later generations (those who possess an ability they can use at will). There are also several types of antherions (that is, animals—or beings resembling animals—capable of transforming into humans, either through a curse or a natural ability), such as the aguaras, which at first glance resemble foxes, but are in fact intelligent beings with such a strong affinity for ethereal magic that they are capable of creating almost real illusions.

Non-Humans

Beyond the previously mentioned non-humans, Temeria is home to populations of griggs, also known as imps, divided into two major ethnic groups: the bridge griggs and the underground griggs.

In addition, there are various types of vampires belonging to the Gharasham, as well as orcs, dopplers, and the offspring of dopplers with humans, elves, gnomes, and dwarves—the changelings.

Notable Locations

For the full list of known Temerian locations, see [Category:Locations of Temeria](#).

Cities

- Dorian

- Gors Velen
- Maribor
- Vizima

Counties

- Garramone
- Moën

Farms

- Hirundum

Principalities

- Maribor
- Ellander

Provinces

- Pontaria
- Velen

Regions

- Tukaj Hills

Rivers

- Ismena

Routes

- Old Road

Towns

- Anchor

Vassal States

- Brugge
- Mahakam
- Sodden

Villages

- Toderas
- White Orchard

Notable People

For the full list of known Temerians, see [Category:Temerians](#).

Dynasties

- Tremer Dynasty
- La Valette Dynasty

Ethnic Groups

- **Hannuan** (small minority)
- **Melukkan** (small minority)
- Nordling (majority)
- **Ofiri** (minority)
- Tidener (minority)
- Wazao wa Kaskazini (minority)
- **Zange** (minority)

Explorers

- **Fabio Sachs**

Families

- The Verrieres family

Mages

- **Keira Metz**

- [Rune Le Torneau](#)
- [Trystan of Ellander](#)

Merchants

- [Rodolf Kazmer](#)

Witchers

- Lambert
- [Łukasz "The Lion of Temeria"](#)

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Notes

- This article is free to edit but please honor existing lore if you add something to the article be sure to add your username to the writer's tag.

Trivia

- The language used for the name of the bobolak country is [Esperanto](#)^[W].
- The Fists of the King/Queen serve as a worldbuilding critique of the [Harpers](#) from Dungeons & Dragons. In a fantasy setting—particularly one with a medieval structure—the existence of a supranational organization

comparable to a CIA makes little sense. In a setting such as the Forgotten Realms, given the sheer number of hostile forces, such an organization would likely have been among the first to be eradicated.

- In *The Witcher 3: Wild Hunt*, the herbalist **Tomira** mentions that, some years prior, a witcher passed through White Orchard to deal with a drowner infestation. While Kristov is only briefly referenced in the The Witcher TTRPG by R. Talsorian Games, it is not unreasonable to speculate that he may have been that very witcher.
- The mention of a witcher traveling with his old master is a direct reference to the opening of The Witcher 3, featuring **Geralt** and **Vesemir** in White Orchard. However, it is intentionally left ambiguous in order to better align with the original book canon, in which Geralt is most likely dead following the **Rivian Pogrom of 1268**.
- Belorio Tremer is a reference to **Baelor Targaryen** from George R. R. Martin's prequel novel *A Knight of the Seven Kingdoms*. His name also functions as an ironic wordplay in the style of Sapkowski, echoing the Spanish word *velatorio*—the vigil held for the deceased—thus subtly foreshadowing the character's fate.
- Although the Order of Assassins known as the Jesters is not confirmed within the game canon, it is inspired by artwork created by Lorenzo Mastroianni for a card featured in the Gwent single-player expansion *Gwent: Rogue Mage*. The illustration depicts a mysterious jester wielding two bloodied daggers, standing over what appears to be part of a corpse.
 - Given that the expansion centers around Alzur, this imagery aligns well with the historical context of the War of Daggers in Temeria. As such, it can be interpreted as indirect visual support for the possible existence of such an order of assassins during that period.
- Herman is speculated in the Official Wiki to have been a king during the War of Daggers. However, as this is only marked as *likely*, his position in the timeline has been slightly adjusted.
 - This reinterpretation allows the conflict to more coherently serve as the period in which the occupation of the Interrex was created, developed, and consolidated. Additionally, relocating Herman's reign provides a stronger narrative justification for the later establishment of the Temerian Royal Council.

- Gardic's sixty children are a reference to the illegitimate offspring of **Philip IV of Spain**^[W], who, according to some sources, may have had as many as sixty.
- The witcher of the School of the Cat, **Mouse Hunter**, appeared in the comic **Zdrada**, published in 1995 and based on a concept by Sapkowski himself about a Witcher Tournament. However, the comic presents several issues with the main canon of the books, the most significant being Geralt's age and the fact that he was mutated after the pogrom of Kaer Morhen. Therefore, the character has been retconned in a more organic way. In this case, by making him one of the witchers that some adaptations of the short story titled *The Witcher* mention as having come before Geralt to deal with the striga.
- The Era of the Weekly Kings is an almost parodic critique of a period in Targaryen history within *A Song of Ice and Fire*^[↗]. Specifically, the end of **Aegon IV**^[↗]'s reign: after legitimizing all of his numerous bastards, a realistic outcome would have been a widespread, multi-front war that fractured **Westeros**^[↗] into separate kingdoms—each ruled by a bastard claimant or even by rebellious lords without Targaryen blood. Instead, what followed were the **Blackfyre Rebellions**^[↗], with Westeros ultimately remaining unified.
- The term *gensonis* derives from the Latin words *gens* (clan, race, or family) and the suffix *-o/-onis*, which is frequently used in Latin to form nouns indicating the action, effect, or condition of something—often with an augmentative or pejorative nuance, or to designate an agent, commonly derived from verbs or adjectives. In this case, it can be understood as literally meaning something that “*expands*” or “*augments*” a family, clan, or lineage.
 - It is proposed as a form of organizational structure equivalent to a hybrid between a trade union, a political party, a modern corporate group, and a pressure group, but within a medieval context.
 - The key differences from guilds lie in the fact that *gensonis* actively exert pressure to carry out a broader strategic agenda that favors multiple objectives, rather than merely protecting common interests. They are also composed of individuals connected through a wide variety of factors—often entirely different from one another—but which, in distinct ways, interrelate, forming not a simple network or rigid structure, but a composition that harmonizes. In this sense, they also differ from associations and clubs.

- “*Packs*” are a subtle and indirect critique of the common fantasy cliché of the Fighters’ Guild. In a medieval context, fighters—who in most cases do not produce anything for the public, such as a form of entertainment—would not logically be organized as a guild. Instead, they are simply groups of people who fight. Since a guild, by definition, is an association or group of people who practice the same trade, craft, or profession, united to protect their common interests and to regulate the quality, pricing, and working conditions of their activity.



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